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If your name isn't on the cover of this mag then how did you get this issue into your grubby game-gripping palms anyway? A: Begged it. B: Snaked it. C: Got scammed at the newstand for $ 3.95. Ⓐ If you're guilty of any of these charges, there's something you should know. Until you get your own subscription, you're never gonna beat somebody who gets their own monthly issue of Nintendo Power. Ⓐ Be serious for a minute. How do you expect to compete against NINTENDO POWER someone who gets hundreds of hot game tips every month–tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time–you can't. The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for $18* and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month. Ⓐ So forget begging and mooching old worn out issues of Nintendo Power off your friends. There's only one thing that feels better than getting your own copy of Nintendo Power every month.

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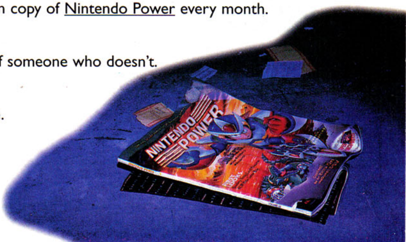

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*Canadian residents pay $25 Canadian funds.

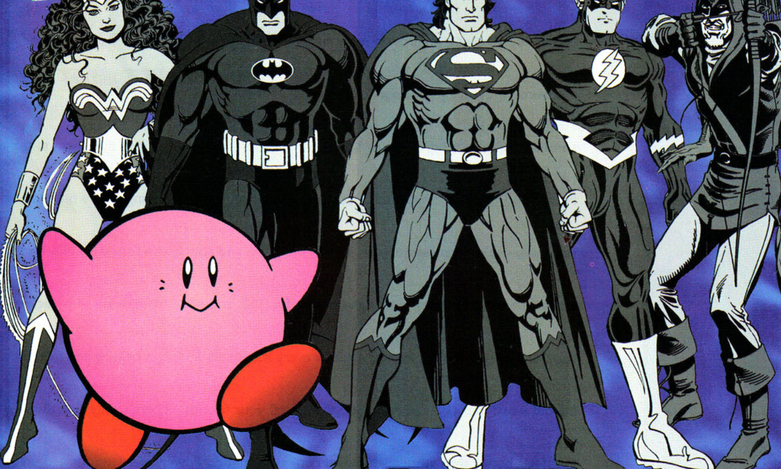
This month there is a hero for everyone--whether you want to save the world, or you only want to save Dream Land!

KIRBY'S DREAM LAND 2

26

KIRBY
COO
RICK
KINE

The world's toughest puffball is back this month, and he's got a mission. The denizens of Dream Land are in danger once again, and only Kirby can save them in this incredible Super Game Boy game.



JUSTICE LEAGUE TASK FORCE

10

What do you get when you gather together some of the most popular super heroes of all time? Well, this time you get one heck of a fighting game!

MORTAL KOMBAT III

SNEAK PREVIEW

Everybody's been sitting on the edge of their seats, waiting for any information they can get about Mortal Kombat III. The wait is over! Catch an insiders look at this hot new title.

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NINTENDO POWER'S

ONLINE REVOLUTION

If you've got a computer with a modem, then you had better read this article! Nintendo Power is going online, along with all of the hottest gaming tips we can find. Don't miss this must-read feature.

92

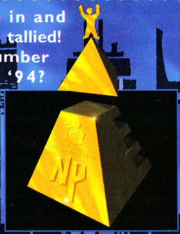
DANGER
HIGH VOLTAGE

1994 NP AWARDS

RESULTS

The votes are in and they've all been tallied! What is the number one game of '94? Which game had the best graphics or the best sound? Turn to page 50 and find out!

50



PLAYER'S PULSE

Here's a true story I wrote for you! ... Dum de dum, hmmm, I'm bored, I know! — I'll look through Volume 69 of Nintendo Power. Dum de dum, hmmm ... Kirby's Dream Course, that's nice. What's this? "Epic Center" ... unveil ... next month ... hottest game-playing tips for ... ROLE-PLAYING GAMES! A whole section for RPGs!? O.K., Dave, stop hallucinating and read it again ... unveil ... next month ... hottest playing tips for ... Yes! It says: role-playing games! Thank you! Thank you! Thank you!

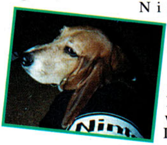
DAVID GRIFFIN
SALISBURY, NC

I have been wondering. Is your staff all disciplined, hardworking, cranky old people with no sense of humor? Or heavy-metal, purple-hair and slaughterhouse, punk teenagers?

ROBERT COMEAU
SANTA FE, NM

It depends on the phase of the moon.

I'm writing on behalf of Lucy the basset hound. After numerous negotiations, Lucy has agreed to be the unofficial mascot of Nintendo Power. How about we put it to the test? Have the intelligent, understanding, cool Nintendo Power subscribers vote to see who is the most popular. If the winner is Lucy she gets to be the official mascot of Nintendo Power for one day. So who will it be? Lucy versus Mario? The basset hound versus the plumber? The Floridian versus the Brooklynite? To find out put this letter and her picture in Player's Pulse. P.S. Don't ask how I got her to wear that shirt.



MICHAEL ROBERTS
RUSKIN, FL

Michael—No need for a vote. Mario is doggone crazy about appointing Lucy mascot for a day. But, he'll keep the job long term.

I am writing about the new setup of Nintendo Power. I am sorry to say that I don't exactly support the new layout. I do like the new Power Chart section and the Now Playing area. Unfortunately, I don't care for the new Pak Watch or the Take Twos. Not to put you people down or anything, I personally would not buy a game reviewed in the Take Two section unless I have played it first. I also find myself compelled to write about the Epic Strategy section. Don't get me wrong, it's a great section and all, but in the March issue (Volume 70) the underlying graphics are tough to read.

KORY KELLER
LINCOLN, NE

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

What do you think of the new Nintendo Power online service?

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ENVELOPE ART SHOWCASE

1. Luis Borrero - Springfield, MA
2. Tonya Bennett - Toronto, CON
3. Leonardo Vega - Wellington, FL
4. Megan Lakey - Brockville, CON
5. Cindy Chang - Laguna Hills, CA
6. Ian Olsen - Cincinnati, OH
7. Naomi Chiba - Cincinnati, OH
8. Angie Krasinski - Erie, PA

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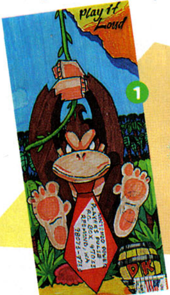

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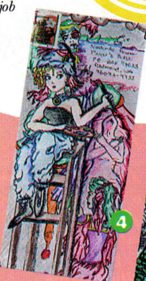

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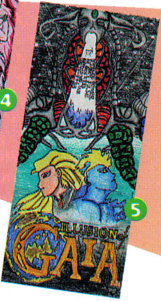

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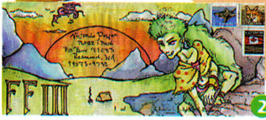

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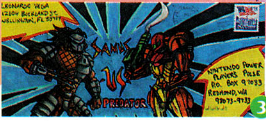


AWESOME IN ASPEN

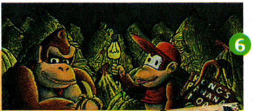
Eli Connarton, grand-prize winner of last June's Player's Poll contest, had an excellent time during his two-day ski trip to Aspen, Colorado. A certified ski maniac, Eli got to go to a World Cup downhill race won by American A.J. Kitt. Afterward Eli hit the slopes himself. He also won kickin' new gear, courtesy of World Cup skier Tommy Moe and Tommy Moe's Winter Extreme Skiing and Snowboarding. Eli is sure to wow his friends back in Manchester, New Hampshire, with his new Dynastar skis, Lange racing boots, Salomon bindings and Kerma ski poles.

TOP 10

CRIME GAMES

10. Super Bomber Man 3: The World Trade Center
9. Final Felony 3
8. Kirby's Jailbreak
7. Super Mario Lawsuit
6. Donkey Kong Blackmail
5. Secret of Murder
4. Mugging Kombat 2
3. Double Bombing 5
2. Top Carjack
1. The Larceny King

KARL WARSOP
GASTONIA, NC



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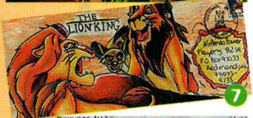

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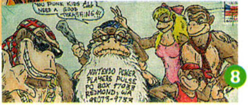

8

Your products are very well constructed. My dog got hold of a video game and chewed on it for an hour before anyone decided to do anything. The game doesn't look too well, but still works fine. Little sisters are also game destroyers. Mine gave my controller a dip in the toilet. It works O.K., but smells funny. I'm very impressed with all of your products and I thought I should let you know.

NICK NOLAN
LAS VEGAS, NV

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VOLUME 72 - MAY 1995

Nintendo Power is published by Nintendo of America Inc. Nintendo Power is published at $47.40 per year in the U.S.A. ($59.40 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

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POWER CHARTS

1
Betcha won't get

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	7
2	FINAL FANTASY III	4	5
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	40
4	SUPER METROID	3	13
5	NBA JAM TOURNAMENT EDITION	9	4
6	EARTHWORM JIM	5	7
7	MEGA MAN X2	8	3
8	MORTAL KOMBAT II	6	8
9	MEGA MAN X	19	17
10	FINAL FANTASY II	NOT RANKED	36
11	SECRET OF MANA	NOT RANKED	16
12	ILLUSION OF GAIA	16	6
13	SUPER PUNCH-OUT!!	7	6
14	THE LION KING	11	6
15	NHL HOCKEY '95	10	4
16	SUPER MARIO KART	12	28
17	KIRBY'S DREAM COURSE	NEW	1
18	NBA LIVE '95	13	4
19	KEN GRIFFEY JR. PRESENTS MLB	17	13
20	UNIRACERS	NEW	1

GAME BOY TOP 10

VOL. 71	GAME	VOL. 70	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	2	25
2	DONKEY KONG	1	12
3	MADDEN '95	NOT RANKED	2
4	WARIO LAND: SUPER MARIO LAND 3	5	11
5	METROID II: RETURN OF SAMUS	7	41
6	DONKEY KONG LAND	3	4
7	TETRIS	8	32
8	MORTAL KOMBAT II	10	5
9	SUPER MARIO LAND 2: 6 GOLDEN COINS	4	31
10	DR. MARIO	NOT RANKED	36

TOP 10 EPICS

VOL. 71	GAME	SYSTEM	RELEASE DATE
1	FINAL FANTASY III	SUPER NES	OCT. '94
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	SUPER NES	APR. '92
3	FINAL FANTASY II	SUPER NES	NOV. '91
4	SECRET OF MANA	SUPER NES	OCT. '93
5	ILLUSION OF GAIA	SUPER NES	SEPT. '94
6	THE LEGEND OF ZELDA LINK'S AWAKENING	GAME BOY	AUG. '93
7	EARTHBOUND	SUPER NES	JUNE.'95
8	BREATH OF FIRE	SUPER NES	AUG. '94
9	ROBOTREK	SUPER NES	OCT. '94
10	FINAL FANTASY LEGEND III	GAME BOY	AUG. '93

MOST WANTED

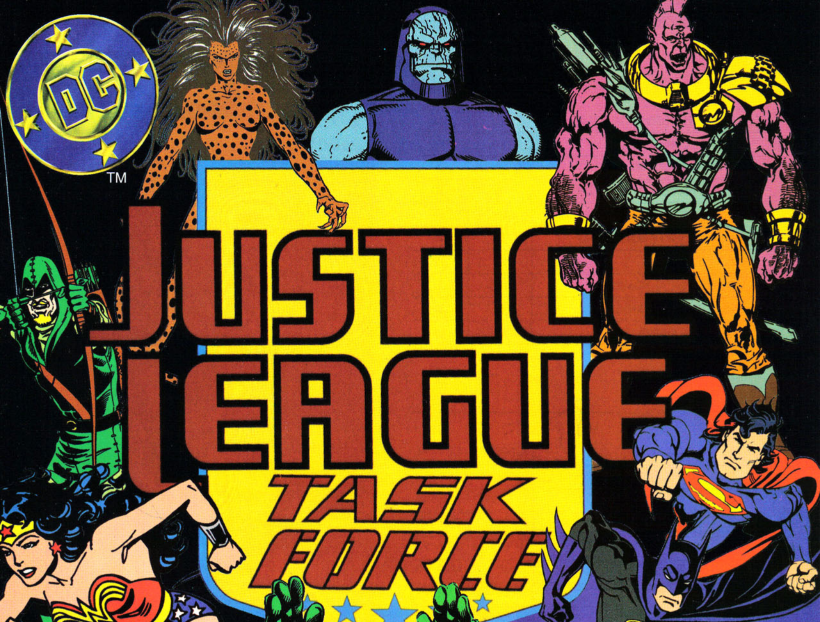
Here are the most wanted games and systems according to the Player's Poll responses. If you don't like what you see on the list, be sure to send in your vote this month!

1. KILLER INSTINCT
   (NU 64)
2. NINTENDO ULTRA 64
3. DOOM
   (NU 64)
4. VIRTUAL BOY
5. DONKEY KONG COUNTRY
   (SUPER NES)
6. CRUIS'N USA
   (NU 64)
7. FINAL FANTASY III
   (SUPER NES)
8. MEGA MAN X2
   (SUPER NES)
9. NBA JAM TOURNAMENT EDITION
   (SUPER NES)
10. STAR FOX 2
    (SUPER NES)

HALL OF FAME

Do you have an all-time favorite game? Here are a few of the classic titles that have topped the charts for months on end.

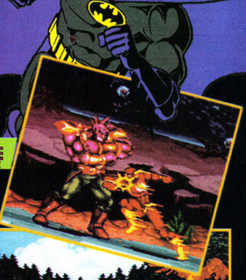
GAME NAME	MONTHS ON THE CHARTS	HONORS
F-ZERO	24 MONTHS	F-Zero was one of the first racing games on the Super NES and is still considered one of the best! Smooth graphics and great play control make this game a classic.
PILOTWING	11 MONTHS	Not your ordinary flying game, Pilotwings surprised the video game world. Instead of flying around blasting bad guys, players tested their flying skills in order to earn a pilot's license.

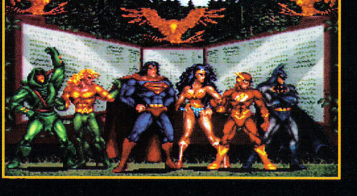


JUSTICE LEAGUE TASK FORCE

SAVING THE PLANET

The fate of the world is at stake in Acclaim's latest fighting game! The evil emperor, Darkseid, wants to enslave earth and use it as a base for the conquest of the universe. But first he must vanquish the six members of the Justice League Task Force. His evil scheme: have them fight each other! In order to figure out Darkseid's sinister plan, you must battle a bevy of villains and superheroes, then defeat Darkseid himself. But beware. Your most formidable opponent may turn out to be yourself!





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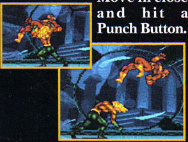
AQUAMAN

Aquaman's heritage makes him a formidable adversary on both land and sea. Having experienced great tragedy in his life — his son was killed in a battle with an archenemy — Aquaman knows he can give no quarter as he battles earth's invaders.

MOVES Quicksilver moves and the unique water blast are Aquaman's top weapons. Thanks to his dense body structure developed to withstand water pressure at great depths, he's also a heavy puncher.

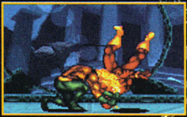
BODY THROW

Aquaman won't hesitate to use this move against rivals who let down their guard. Move in close and hit a Punch Button.



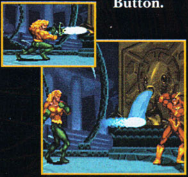
BODY SLAM

It's like the Body Throw, but you finish by pressing a Kick Button. For a lethal combination, follow up with a Hard Punch.



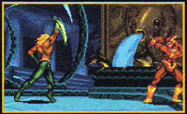
WATER BLAST

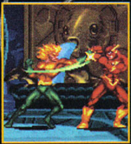
Begin this stunning move by pushing Down. Roll your thumb Toward your opponent and hit a Punch Button.



SPINNING UPPERCUT

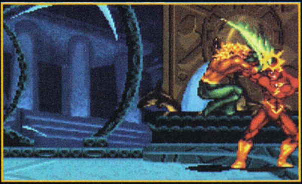
Begin by moving Away. Circle Down and Toward the opponent, then push a Punch Button.





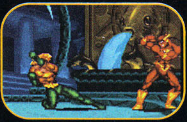
LEAPING SLAM PUNCH

Start Toward the direction Aquaman is facing, then circle Down and Away before hitting a Punch Button. Aquaman's opponent won't know what hit him!



SLIDE KICK

Knock opponents off their feet by beginning a Spinning Uppercut Punch, but finishing with a Kick Button.



Born deep below the ocean waves in the kingdom of Atlantis, Aquaman was adopted by a lighthouse keeper and raised as Arthur Curry before becoming a founding member of the Justice League. Gifted with lightning-fast speed and the ability to communicate telepathically with sea life, Aquaman has waged many battles to keep the oceans free.

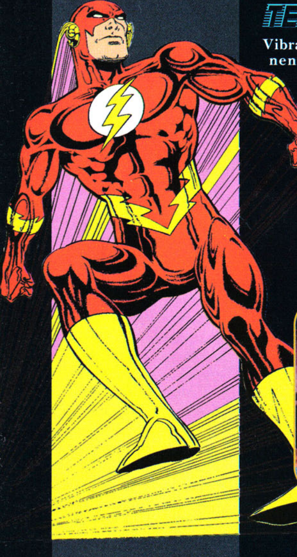
THE FLASH

High-school student Wally West gained the ability to move at super-fast speed in a freak accident while visiting Barry Allen, the original Flash. After serving an apprenticeship as Kid Flash, Wally took over as The Flash himself. He uses his blinding speed to battle criminals all over the world but faces his toughest challenge yet with the invasion of the evil Darkseid!

The Flash lost velocity while battling alien invaders of earth but is still a super-strong hero with a top speed of three times the speed of sound. His ability to vibrate through solid matter serves him especially well when battling behemoths like Darkseid and Despero.

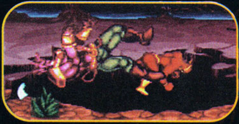
MOVES

The Flash's best strategy is to dart over, around and through opponents, never letting them know where he'll turn up next. He can confuse opponents by battering them with tornadoes. His speed punches, though deadly, require him to stand still—always a big gamble.



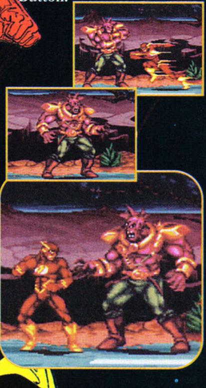
FLIP THROW

The Flash likes to send dazed opponents tumbling head-over-heels. Move in close, then press the Medium or Hard Kick Button.



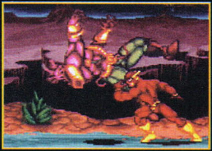
TELEPORT RUN

Vibrate through The Flash's opponent by starting forward, then rolling your thumb Down and Away from the opponent. Finish by pressing a Kick Button.



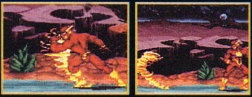
BODY THROW

At close range, press Toward your opponents and then press the Medium or Hard Kick Button to send them sailing. One word: wham!



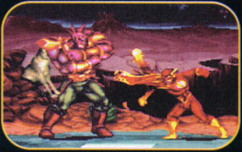
TORNADO BLAST

Press Down on the Control Pad, then roll your thumb Toward your rival and press a Punch Button. It's certain to leave your enemy winded.



SPEED PUNCHES

The seventh time's the charm. That's the number of quick punches you'll need to throw to get these fireballs hurtling toward your enemy.



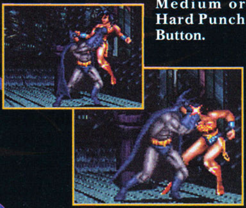
BATMAN

The Caped Crusader is a superb athlete, accomplished in almost every form of hand-to-hand combat. When in a jam, he often turns to the many unique tools on his utility belt. His superlative leaping ability is guaranteed to stun an unwary opponent.

MOVES Shrewd use of his Batarang and smoke bomb allows Batman to move in close, where his formidable martial arts skills make him a particularly fearsome combatant. His Glide Kick is powerful but must be carefully timed if he doesn't want to overshoot his opponent!

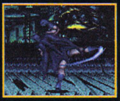
HEAD BUTT

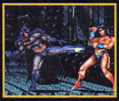
Batman's extensive training and legendary self-discipline pay off in this audacious move. At close range, press the Medium or Hard Punch Button.



SPINNING KICK

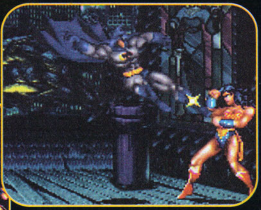
Start by pressing opposite the direction Batman is facing, then quickly wheel Down and Toward his opponent. Finish by pressing a Kick Button.

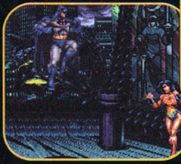




GLIDE KICK

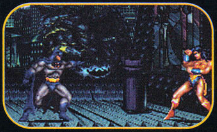
Press Down, roll your thumb Away from Batman's rival and press a Kick Button. The strength of the button pressed determines the distance traveled.





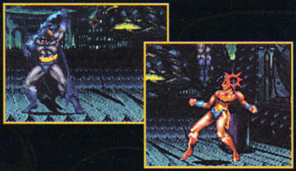
BATARANG™

Press Down, then roll your thumb Toward Batman's opponent and press a Punch Button. The Batarang moves slowly but packs a wallop.



SMOKE BOMB

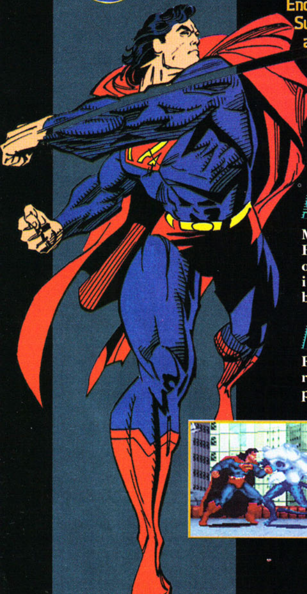
Start Toward Batman's opponent, circle Down and Away, then press a Kick Button. The finish of this move is a real knockout.



At the tender age of eight, Bruce Wayne dedicated himself to a life of battling evildoers after seeing his parents murdered in cold blood. Though he affects the image of a millionaire playboy and businessman, Batman is most at home when he dons his distinctive purple-and-black suit and tracks down criminals on the streets of Gotham City. Batman is expert in both martial arts and criminology. His laboratory in the Batcave, deep beneath his palatial mansion, is stocked with the latest in crime-fighting technologies.

SUPERMAN

Endowed with super strength and a virtually indestructible body, Superman can defy gravity by flying, melt objects with his heat vision and immobilize rivals with his freeze breath. Superman is extremely brave and will make any effort necessary to save others.

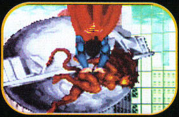


MOVES

Superman's flying ability and super speed allow him to attack quickly from a distance. An especially powerful combo begins with the Eye Beams or Freeze Breath and ends with the Forward Flying Thrust Punch.

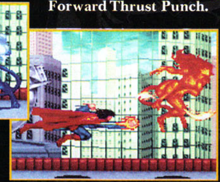
SUPER BODY SLAM

Move in close, then press Medium or Hard Kick. Superman will grab his opponent, fly up and slam him or her into the ground. This attack is a real back-breaker!



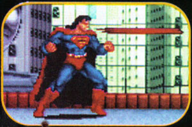
FREEZE BREATH

Fire and ice! Press Toward your rival, roll Down and Away, then press Punch. It's easy-and nasty-to follow witha Flying Forward Thrust Punch.



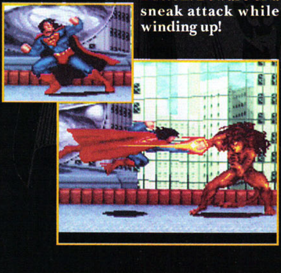
EYE BEAMS

Push Superman's opponent back by pressing Down, rolling your thumb a quarter-circle Toward the opponent, then pressing a Punch Button.



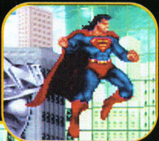
FORWARD FLYING THRUST PUNCH

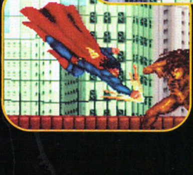
Press the Control Pad Away, circle your thumb Down and Toward Superman's enemy, then press a Kick Button. Beware of a sneak attack while winding up!



HOVER AND DIVE

Press Down, roll your thumb a quarter-circle Away from your opponent, then press a Kick Button. Superman will levitate until you press a Punch Button.

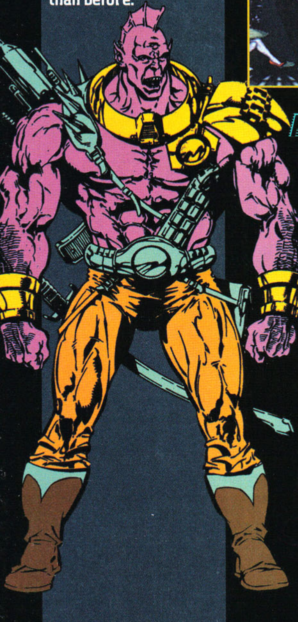




As Clark Kent grew up on a Kansas farm, he astounded his parents with superhuman feats. At the age of eighteen, Clark learned that he was the sole survivor of the doomed planet Krypton. Shortly afterward, he moved to Metropolis and became a reporter for the Daily Planet. A true idealist, he uses his amazing abilities to defend "Truth, Justice And The American way."

DESPERO™

This gigantic telepath nourishes a special hatred for the Justice League. After cruelly ruling his home planet, Kalanor, Despero was finally captured with help from Justice League Task Force members. However, he managed to escape and return to his blighted planet, where he hurled himself into a tower of nuclear flame. This desperate act increased his strength a hundredfold and made him even more savage than before.



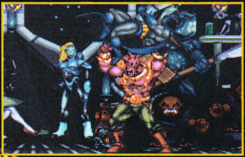
No superhero or villain combines brute strength and telepathic powers like Despero. With his mutant third eye, he can perform astounding feats of hypnosis and telekinesis. In hand-to-hand combat, his enormous size and ferocious demeanor make him truly frightening.

MOVES

Despero can generate a deadly blast with his third eye. He is slower than most of his opponents. At close quarters, though, he is a ferocious fighter, capable of pummeling an opponent with a seemingly endless array of kicks, punches and body slams.

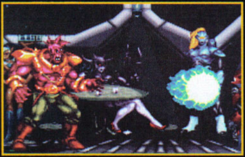
BACK-BREAKER

At close range, grab your opponent and press Medium or Hard Punch. This savage move is the last thing an opponent needs!



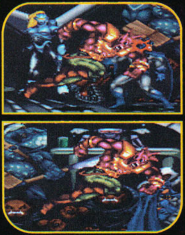
EYE BLAST

Press Down, roll your thumb Toward your opponent, then press a Punch Button. Few can withstand this attack from Despero's eerie eye.



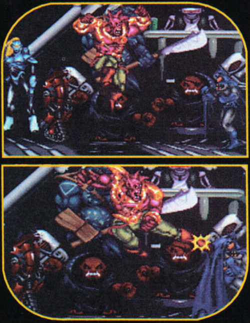
HEAD THRUST

Press the Control Pad in the direction Despero is facing, then follow with the same sequence used to launch an Eye Blast. Despero will launch his 8-foot 5-inch frame in a terrifying attack.



LEAPING KICK

An alternate tactic for attacking from a distance. Press Down, roll your thumb Away from Despero's opponent, then push a Kick Button.



WONDER WOMAN

Also known as Princess Diana of the Amazons, Wonder Woman is a fearless warrior who serves as the Amazonian ambassador to "Man's World." She is named for Diana Trevor, an American aviator who once saved the Amazons from the rampaging hordes of Tantalus. With the help of her mother, Hippolyte, Wonder Woman vanquished the Amazons' ancient rivals. She often finds herself defending the innocent from the forces of evil.

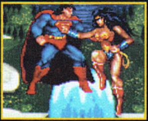
Though capable of flying and superhuman feats of strength, Wonder Woman is a gentle soul whose crime-fighting methods embody her belief in the power of peace. Wonder Woman's faith in Olympian virtues will be put to the ultimate test by Darkseid's evil plan!

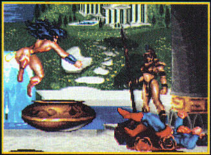
MOVES

Wonder Woman has superhuman strength and the ability to fly. In hand-to-hand combat, she uses the unusual methods of the ancient Greeks. She also has a Magic Lasso and the ability to deflect projectiles back at opponents with her silver wrist guards.

SUPER THROW

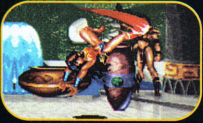
Move in close, then press the Medium or Hard Punch Button. This attack is guaranteed to shatter vases and send opponents flying!





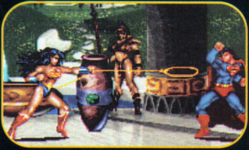
SPRINGING KICK

Press the Control Pad Away from the direction Wonder Woman is facing, roll your thumb in a half-circle Down and Toward her opponent, then press a Kick Button.



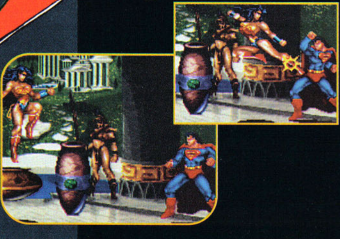
MAGIC LASSO

Press the Control Pad Away from Wonder Woman's opponent, execute a half-circle Down and Toward her opponent, then press Punch.



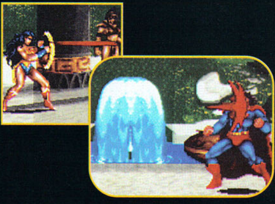
HOVER AND DIVE

Begin this dazzling move by pressing Down, rolling your thumb 90 degrees Away from Wonder Woman's opponent, then pressing a Kick Button.



WRIST GUARD REFLECT

Executed deftly, this move deflects all projectile attacks! Press Down, rotate a quarter-circle Away from your opponent, then press a Punch Button.



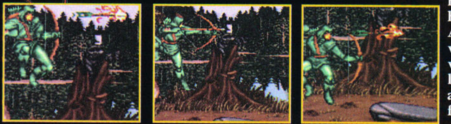
GREEN ARROW™

The world's greatest archer, Green Arrow is also a superb hunter and tracker and unsurpassed in hand-to-hand combat. Fighting the nefarious Darkseid and his bloodthirsty confederates, Despero and Cheetah, will tax Green Arrow's skills and smarts to the limit!

MOVES As a mortal, Green Arrow will have to rely on guile and a one-of-a-kind quiver to best his opponents. His best strategy is to pepper an opponent with different kinds of arrows, then attack with low, sliding kicks.

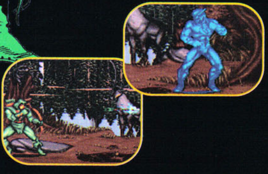
JUMPING FLAME ARROW

Press Down, then roll your thumb 90 degrees Toward your opponent and press any Punch Button. The stronger the punch, the higher his Green Arrow will be when he lets his arrow fly.



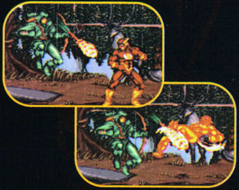
ICE ARROW

Sending a chill down a rival's spine may be Green Arrow's best opening gambit. Press Down, roll your thumb in a quarter-circle Toward the opponent, then press Kick.



ARROW BOMB

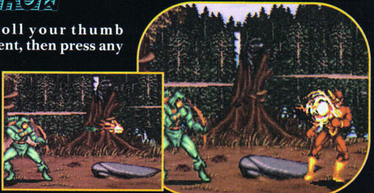
Press Down, then roll your thumb Away from your opponent and press Kick. A great move, thanks to Green Arrow's spectacular leaping ability.

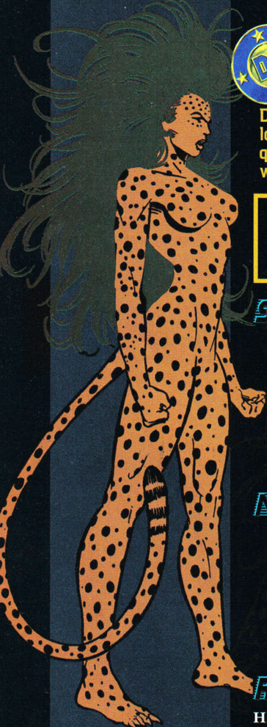


Millionaire Oliver Queen's life changed forever when he fell off a yacht and found himself stranded on a remote island. Forced to rely on his wits, Queen became an expert archer. When a group of marijuana farmers arrived one day, he used his newfound skills to capture them and return triumphantly to civilization. A man of unbending moral standards, Green Arrow will fight all odds on behalf of the weak and the oppressed!

FLAME ARROW

Press Down and roll your thumb Toward your opponent, then press any Kick Button. Drive your opponent back far by pressing the Hard Kick Button, then follow with any arrow combination. Ouch!





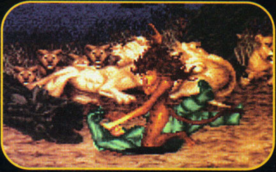
CHEETAH

Despite the fact that she is human, Cheetah shows no loyalty to her fellow earthlings. Unlike Darkseid, who has been known to spare vanquished rivals, Cheetah is a ruthless combatant who will exploit any weakness in an opponent.

MOVES Cheetah's razor-sharp claws, blazing speed and superhuman strength make her especially lethal in hand-to-hand combat. Opponents have a hard time landing any blows against her vicious, slashing attacks.

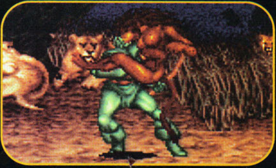
SLASH & CLAW

Cheetah takes full advantage of her cat-like speed and agility by attacking and retreating quickly. When she gets close to an opponent, press the Medium or Hard Punch Button. Even her strongest opponents have no defense against this ferocious maneuver.



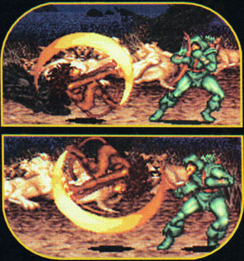
NECK SLASH

At close quarters, push the Medium or Hard Kick Button. Cheetah will grab her opponent in a headlock and lash their face without remorse. When the opponent finally throw her off, be prepared to counterattack immediately.



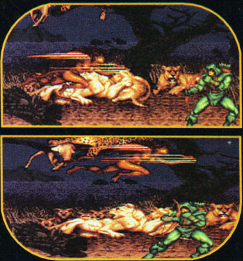
ROLL SLASH

Hit your opponent with a razor-sharp wheel by pressing Toward your opponent, rotating your thumb Down and Away, and then pressing a Punch Button.



GLIDING SLASH

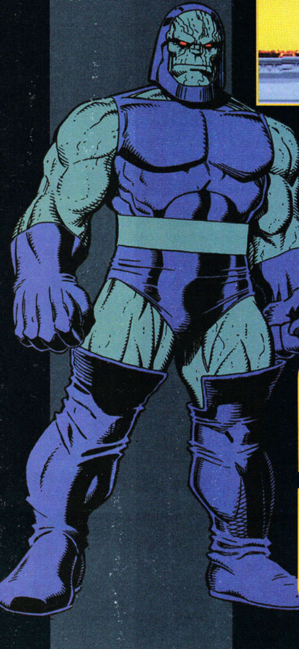
Press the Control Pad Away from Cheetah's opponent, rotate Down and Toward the opponent in a 180 degree arc, and finish by pressing a Kick Button.



On an African expedition, renowned but ruthless archeologist Barbara Ann Minerva discovered a mysterious cult that worshiped a cat-god. She drank a secret potion that transformed her into the Cheetah. With the formula for the potion lost forever, she must murder in order to replenish her powers. She is an archenemy of Wonder Woman.

DARKSEID

Darkseid murdered his mother and banished his wife and son in order to gain absolute control of his home planet of Apokolips. Since then, he has broken pacts and betrayed allies, all with one goal in mind: total domination of the universe! Because he usually acts through subordinates, no one knows his full powers in hand-to-hand combat. Woe to his unwary opponents!



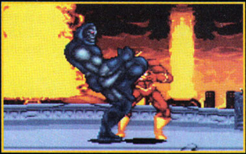
This diabolical being is incredibly strong and nearly invincible. Despite his gargantuan stature, he can attack with surprising quickness. Even in hand-to-hand combat, he plots his moves carefully, often launching an overwhelming attack when an opponent least expects it!

MOVES

Darkseid has superior leaping ability and can hammer opponents with his huge fists. Despite his vast physical powers, though, his deadliest weapon may be his burning stare, which creates an "Omega Effect" that can disintegrate opponents!

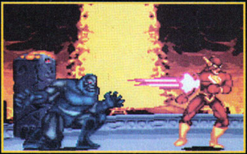
KNEE SLAM

When Darkseid is near his opponent, push the Medium or Hard Kick Button. Be prepared to follow up this merciless attack.



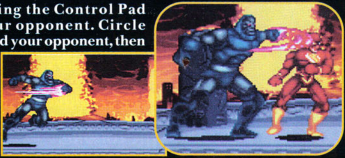
EYE BLAST

Terrify your opponents by pressing Down, then rolling your thumb in a quarter circle Toward them and pressing a Punch Button.



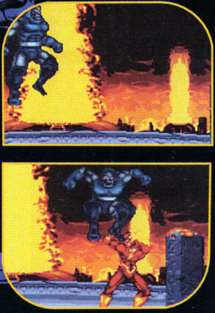
SLIDING BACKHAND PUNCH

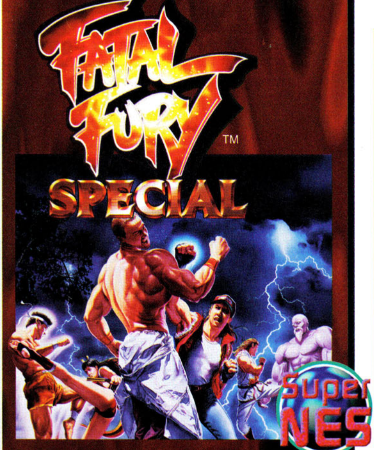
Begin by pressing the Control Pad Away from your opponent. Circle Down and Toward your opponent, then press a Punch Button. This painful assault is a great follow-up to the Eye Blast.



JUMPING HEAD STOMP

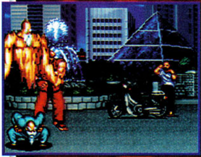
Press the Control Pad Away from your nemesis, then roll your thumb Down and Forward in a 180 degree arc and quickly press a Kick Button. After this complex move, your opponent won't have time to ask, "What hit me?"

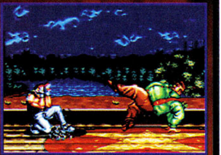




Hit 'em Harder

SNK, Takara and Playmates have teamed up to bring another of the Fatal Fury games to the Super NES! Once again the world's top fighters have come together to find who's the best combatant, only this time more fighters have been invited to the tournament. The extra fighters help make Fatal Fury Special a better-balanced street fighting game than it was before, offering a character for almost any player's fighting style. Much of the game looks the same as Fatal Fury 2, but the animation detail has been improved, making this game a smoother arcade-to-home translation.





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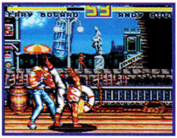
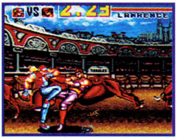
PLAY MODES

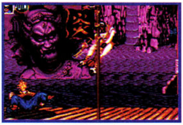
Players have several different ways to test their skills in Fatal Fury Special. The one-player Game, as with most fighting games, pits the player against a host of computer controlled opponents. With each victory, the player moves closer to the ultimate battle against Ryo Sakazaki, from the Art of Fighting game. Players looking for a little variety in their combat should check out the Countdown Mode. In this mode, players must defeat back-to-back opponents as fast as they can, earning extra points for quicker takedowns.

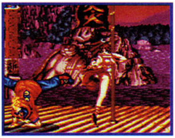


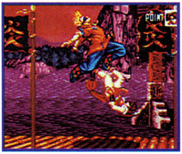


COMBO CONTROL

One of the drawbacks to the earlier home versions of Fatal Fury was the lack of the combination attacks. In the arcade, Fatal Fury was one of the first street fighting games to allow players to link moves in deadly combinations. When the game came to the Super NES, the combinations were lost. While it was still possible to hit your enemy with combos, pulling them off was a matter of luck. Fatal Fury Special has cured that problem. Players should be able to use their favorite arcade combos in the home game as well! Some of the controller moves are more difficult to pull off in this version, but the changes can be mastered with a little practice.







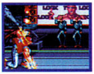
TAKE 2

MORE FIGHTERS

The best new feature in Fatal Fury Special is the lineup of fighters. All of the characters that appeared in the earlier versions of Fatal Fury are back in this game, but players can also use the bosses from the earlier games as well.

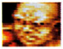
TERRY BOGARD

Players that prefer to use punches and jumping attacks will like fighting as Terry.



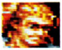
JUBEI YAMADA

Jubei Yamada is a judo fighter, so most of his attacks require players to get in close to their opponents.



AXEL HAWK

As a boxer, Axel Hawk's style is centered around punches. Luckily, his punches are fast.



ANDY BOGARD

Andy is for players who like to use kicks. His strength and speed make him a great fighter.

KIM KAP HWAN

Kim is a fast aerial fighter. Players who like to keep the action in the air will like Kim.

TUNG FU RUE

Tung Fu Rue is the master who taught Terry and Andy everything they know.

JOE HIGASHI

Joe's fighting style tends to be fast and furious. Players will thrill at his easy-to-perform special attacks.

MAI SHIRANUI

Mai's very fast, but her attacks tend to inflict very little damage.

GEESE HOWARD

Geese is a very strong fighter. Players who can master his attacks are hard to defeat.

BIG BEAR

Size and strength sum up Big Bear's style. His large size and slow speed make him an easy target.

BILLY KANE

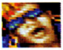
Many of Billy's attacks are very strong and have a long range. He's a good character to use.

LAURENCE BLOOD

Laurence Blood has a sharp sword, and he isn't afraid to use it!

CHENG SINZAN

Cheng is slow moving because of his large size, but he is a strong fighter nonetheless.



DUCK KING

Duck King's style is rough and dirty, and he'll do almost anything to win a fight.

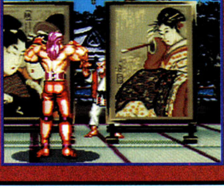
WOLFGANG KRAUSER

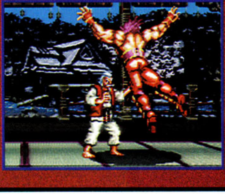
As the undisputed master of the game, Wolfgang's moves are quick and deadly.

POWER-UPS

BACKGROUND ATTACK

If you want to keep an edge over your opponent , be sure to take full advantage of the background area in the Fight Screen. By pressing the L or R Buttons, you can leap into the background to avoid an attack. It is also very easy to surprise your opponent when you attack from the background!





A FLAWLESS VICTORY

Power checks out Mortal Kombat 3—the latest arcade smash from Williams—and talks to the design team for a fascinating look into one of the most highly anticipated video games of all time.

ROUND ONE

On March 23rd, Williams Bally/Midway—the makers of previous arcade classic hits such as Mortal Kombat and NBA Jam—unveiled their latest and greatest title, Mortal Kombat 3. For months, gamers around the country had been talking about the game, but would their expectations be so high as to make the real game seem less impressive in contrast? That's what we wondered as we traveled to Reno, Nevada and the annual ACME (American Coin Machine Exposition) where MK3 was about to take the stage. What we found was a game that delivers much of the hype, exceeds some of it, and is guaranteed to be a mega-success.

The biggest questions on the minds of most players have been what new characters and moves would be included in the game. Thousands of fans have been sending their suggestions to Williams where, they will be happy to hear, the MK3 design team had a chance to look at them. Some of the stuff they included helps players during the game, like the combo meters that tell you how many combo hits you've thrown and the percentage of damage you've inflicted on your opponent. Another added element is the Run button. The idea of the Run button is to speed things up and bring more action into the game. Designer and programmer Ed Boon described the feeling of some MKII players who hated the defensive stance you have to take when you get into long "fire fights" using special attacks. "In MK3, you can defeat those attacks by charging under them. The entire game is much faster."

Probably the coolest addition to MK3 comes from the rumor that began about "Animalities" for

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MKII. As much as people will have you believe that Animalities existed in MKII, they didn't. But that isn't the case in MK3. Ed Boon admits with a smile that they couldn't help themselves when it came to Animalities. He revealed one of the top secret Animalities to N.P. "Just like the rumor had it, we made Sub Zero's Animality a Polar Bear." Very cool.

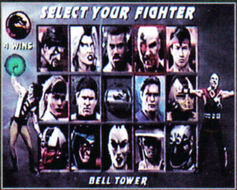
Here's a quick rundown of MK3's features: 14 main characters including 7 new kombatants, Animalities, Babalities, Friendships and Fatalities (more than ever before), bi-level fighting arenas where you can bust up through the top or down through the floor into a second level, the Run Button, ground combos, one-player multiple path story game, three levels of difficulty, Kombat Kodes, all new digitized graphics with 50% more image memory than MKII, hidden characters, scrolling backgrounds, and tons of new fighting moves. That should be worth a few quarters.

FINISHING IT!

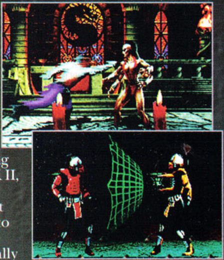
It started last June and was finished this March—just ten months to create one of the most pre-hyped titles in video game history. The team that Williams threw at this mind-boggling project turned out to have the right mix of talent and tenacity. The talent is obvious when you play the game. There is so much variety in MK3 that gamers at every level will be exploring it for a long time to come. The tenacity you can't see directly, so we talked to the guys at Williams who have lived and breathed MK3 for almost a year.

"It was unbelievable," explained Ed Boon. "If you were to come to the office at 4am on any given day, you would probably find 80% of us there working—and the other guy would be out getting food." We were talking to the whole group at this point, and each of the guys had a story. John Tobias sleeping in his chair. Tony Goskie mentioning that Ed had cleverly brought a futon to the office whereas the rest of them were roughing it in sleeping bags. Seriously, these guys were committed, and like the old joke goes, probably should've been. But the creative fire isn't something that you can control. From concept to completion, they had 10 months and seven people. They had 18 Megabytes of ROM to fill with all new graphics and moves and special features—that's more than twice as much memory as the original Mortal Kombat. They also had extraordinarily high expectations in the gaming community. The pressure was on.

With only 10 months to complete the job, you might have expected them to have taken some shortcuts by stealing materials from MK II, but that wasn't the case. Every element from the graphics to the computer code was created especially for this game. As with all game development, the process began with deciding on what to put into it. John Tobias not only creates much of the character

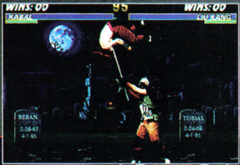


The dragon head in the middle of the selection screen will be the 15th fighter—a legendary character who is hidden in the game.



Jax returns with bionic arms and Sheeva comes from Goro's home world to win honor in the tournament. Cyrax launches his energy net, which holds opponents still for a second or two.

Kabal and Liu Kang probably aren't paying much attention to the tombstones in the background. R.I.P. John and Steve, you deserve a rest.



The MK3 Team gathered at the ACME show in Reno to show off their game. From left: Steve Beran, Dave Michicich, Ed Boon, Tony Goskie and John Tobias.

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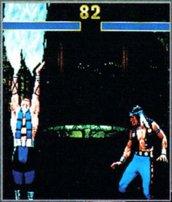
art, as he has done on the two previous MK games, he also creates the stories behind each of the characters. "We found out back on Mortal Kombat that players reading the stories at the end of the game could really relate to one character or another," says John. "We extended it in MK II and added to the whole mythology. Of course, some players got bummed when we took out their favorite old characters, but we don't want to keep rehashing the same story. We have to have a mix of bringing back some of the old favorites and introducing fresh new characters." Some of the new characters are related to the old characters in interesting ways, like Sheeva, who is of the same four-armed race as Goro.

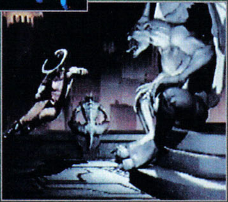
While John worked on that end of the design, Ed was sketching out new moves and functions for the game. One of the biggest new ideas was the Kombat Kodes, which allow for almost endless variations. Another matter that Ed had to consider was the game's balance. "We don't want to discourage the average player," he explained. "For instance, most combos start off with two hits of the same button. Even if you've never played the game before, you can learn that. But when you get really deep into the game, you can put seven moves together and really nail the guy." The Run button was another major innovation. According to Ed, "With the Run Button, you can charge in and the aggressor is usually the victor." He's right. This game is much faster than MKII. Blink and you'll lose.

After the preliminary work, the next step was to create video of the MK actors. "Some of the actors are martial artists and some of them aren't," John Tobias told us. "Basically they just have to be real fit. They have to be able to withstand eight hours of jumping, ducking, kicking, hitting and flying across the screen." Tony Goskie also pointed out that many of the moves are first acted out by John and Ed. "Right. We show them how to fly across the screen," Ed joked. John added that many moves are unplanned and come from improvization during the shooting sessions. "We'll just get an idea and go with it."

Improvization is also found in other areas of the development process. Dave and Tony, who both work on the backgrounds, start work with a roughly sketched idea. Dave uses 3-D rendering programs to create some of the elements like the cool gargoyle on the Rooftop arena, then Tony puts together the finished scene using programs like Photoshop to add special effects and texture. "A lot of times we'll just get ideas as we're working," explains Tony. "Some of the best stuff in the game is created that way." The other guys all agreed and Ed pointed out that each team member has a lot of freedom to create on his own. They also share inspiration. For instance, Dan Forten who has created the music on all three MK games, will study Tony's backgrounds and match the mood.



The updated Sub-Zero turns out literally to be one of the coolest characters in the game.

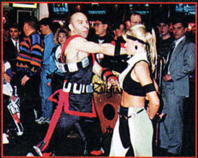


So, back to the pressure cooker. Once the raw video was shot and digitized, the frames got individual attention. Character frames were limited to 64 colors, but John Tobias and Steve Beran bumped certain colors to enhance clarity and spent endless hours retouching everything by hand. "A lot of people don't realize how much of a roll-up-your-sleeves-and-sweat-it-out kind of work this is," says Steve. "You have thousands of frames to animate and memory management to consider. A lot of people take it for granted that the characters look real and they think that it's just the video. In a lot of other games they just use raw video, but MK3 is very clean."

Up until the last minute before the ACME show, final changes were being made to the game. You'll notice that in some of the screen shots the names of some new characters are missing. It's no trick. The names just hadn't been finalized in time.

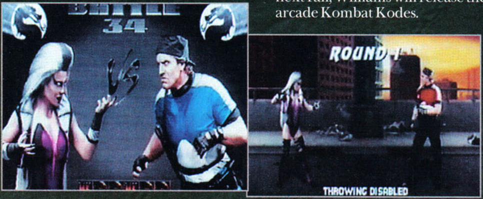
Kast of Characters

ROOKIES	VETERANS
Sheeva	Kano
Nightwolf	Shang Tsung
Stryker	Sub Zero
Kabal	Sonya
Cryax	Kung Lao
Sindel	Liu Kang
Sektor	Jax



KOMBAT KODES

Williams made a major innovation in MK3 that should keep players coming back to the arcade even after the home versions are released. The six Kombat Kode symbols can be entered before a match if you know the right Kode. The Kodes will come from a wide variety of sources including promotions, home games, the Mortal Kombat movie and licensed products. When you crack the Kode, you get to play with some variation to the game such as with special moves or in areas with new backgrounds. Some Kodes will bring up bosses and hidden characters. Other Kodes will feature different play modes like dark fighting or double-speed rounds. The dark fighting mode only lights up for a few seconds when you score a hit so the challenge is intense. Still other Kodes effect only one part of the game—disabling blocking or throws, for instance. "There's literally a million variations that we can put into the game," explains Ed Boon. "We found that a lot of players didn't like some element of MK II, like throws. So using the codes is a way to disable that function and give players a new way to fight. We're going to have one code that we call "Old School." You won't have any secret weapons so you'll just have to use punches, kicks and jumps. This way, no character has any advantage." From now until next fall, Williams will release the arcade Kombat Kodes.



Enter the six symbols that make up a Kode and you can play MK3 like you've never played it before. The secret Kodes will be revealed in the months following the introduction of the game in April.

ROUND FOUR?

Now that MK3 is out and the consumer versions are underway, what lies ahead for the Mortal Kombat universe? Ed Boon candidly said that the future of MK lies in the hands of the fans. "Actually, we didn't expect there to be an MK3, but the demand was so great that we felt that we had to do it. Mortal Kombat 4? We're not working on it now, but who knows. If there's enough demand, we'll do it again. If we think there are new things to do, we'll do them."

The Mortal Kombat property will appear in new forms, as well. In July, an animated video will be released. The story follows the many subplots of the fighters who risk it all in the Shakhalin Tournament. The Mortal Kombat movie will be released in August at a production cost of $40 million. Ouch! As for the consumer versions of MK3, Williams actively consults on the projects, but doesn't do the development in house. "They (the developers) send us versions to check out," says John Tobias. "We play them and send back comments, but we don't do any of the development here." John also says that communication between Williams and outside developers has been very good, resulting in some excellent games like MKII for the Super NES. Mortal Kombat 3 for the Super NES and Nintendo Ultra 64 will be marketed by Williams Entertainment instead of Acclaim this time around, which suggests that Ed, John and the other team members will have even more input into the games. Those versions are scheduled for release late in the year, but by that time a new ROM set of MK3 will have appeared in the arcades with new moves and other secrets like secret characters and more backgrounds. It looks as if the development gurus at Williams won't be getting much more sleep in the future. So the next time you send them your ideas for "Abnormalities" or some other great move. You may want to send some coffee, too.

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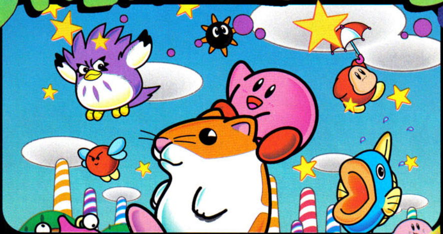
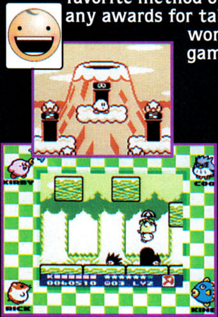
KIRBY'S DREAM LAND 2™

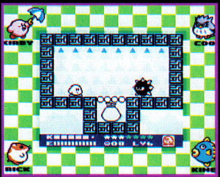


One Tough Cream Puff

Kirby has taken a few odd turns during his video game career, most recently trying his hand at puzzles and golf, but now he's back doing what he does best. Though his favorite method of attack won't win him any awards for table manners, he's certainly won the hearts of adventure game players the world over!



You'll face a lot of mini and major bosses throughout your adventure. Defeat them to free your allies and gain valuable Power-Ups.

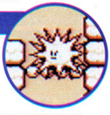


Though there are a lot of new characters in Dream Land, you'll also encounter some very familiar faces along the way.

ENEMIES TO ALLIES

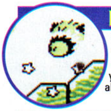
Kirby's most useful talent is his ability to absorb the powers of the creatures he eats. You keep the ability until you get hit, or until you drop it by pressing Select.

PORCUPINE



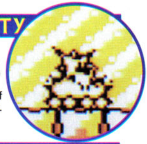
If you chow down on a porcupine, every day will be a bad hair day! If any enemies get too close, though, you can certainly burst their bubbles.

FIREBALL



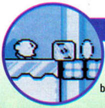
This little object will give you the power to become a fireball for a few seconds, and you won't have to worry about heartburn!

ELECTRICITY



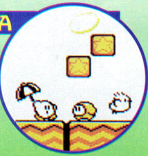
Feeling a bit run down? Gobble this up for a quick charge—to your enemies, that is. The sparks you give off will keep others at bay.

PENGUIN

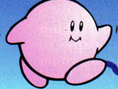


Give enemies the cold shoulder with your frosty breath, turning them into ice cubes before they attack.

UMBRELLA

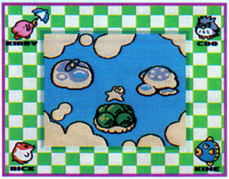


Use the umbrella to knock out enemies or break through blocks. It may not look dangerous, but Kirby has a swing like a major leaguer!

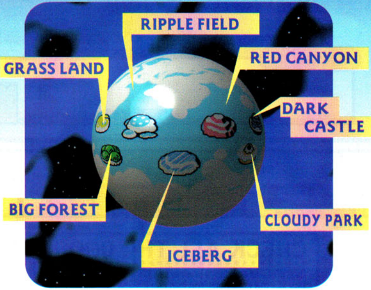


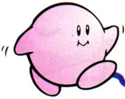
GO ISLAND HOPPING

The game takes you on an extended journey across the islands of Dream Land, each with its own unique features and dangers. There are limited continues, but your progress is automatically saved in one of three memory files, allowing you to pick up where you left off.



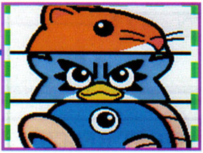
When you begin the game, only one island will be displayed. After you complete each level, the next island in the chain will be revealed.

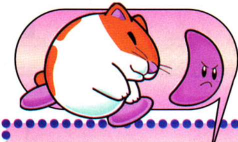




FRESH FACES

Another clever feature of this game is the addition of three new allies for Kirby. You'll usually find them trapped within a bag in a boss's chamber. When you defeat the boss, they'll join you on your journey. While you don't eat them, you do gain some of their abilities as long as they're with you.

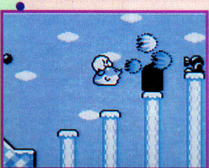




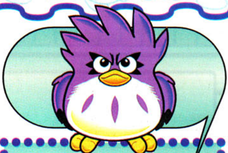
RICK

Rick the Hamster isn't fast, but he's tougher than he looks.

Like all your friends, Rick adds his life bar to yours. He'll leave if his meter reaches zero, but you'll be able to go on.



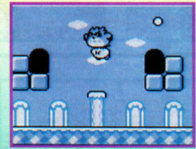
Rick can carry you on his shoulders very easily. Don't refuse the ride!



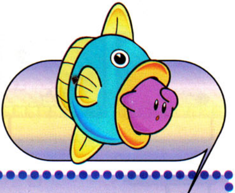
COO

Coo is probably the most versatile of the three.

Coo holds you in his talons, and you direct his flight with the control pad. This way, you can fly and inhale or attack at the same time.



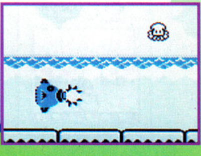
The only place Coo is not effective is in water. Switch friends before any water stages.



KINE

Kine the Fish will help you through the tough water stages.

On land, Kine is, well, a fish out of water! In his element, though, he can navigate through the killer currents with ease.

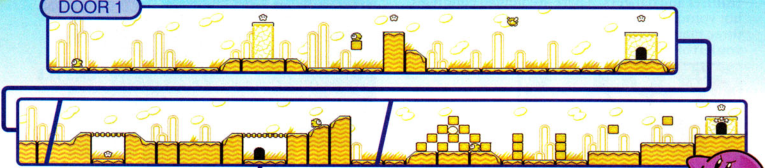


You can't inhale when in the water, unless Kine is carrying you in his mouth.

GRASS LAND

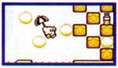
Each stage has numbered doors, behind which lie various landscapes to explore. The Antagonist's room is last, marked by a skull. Grass Land is fairly easy, letting you practice your inhaling and spit—er, shooting technique.

DOOR 1

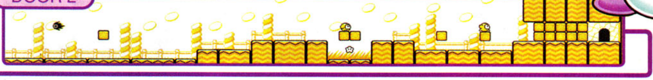


CHECK ALL THE DOORS

Search all of the doors in an area to find handy Power-Ups like the umbrella. You can use it like a club or a parachute. What other uses can you find for it?

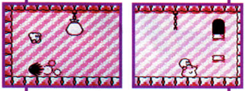


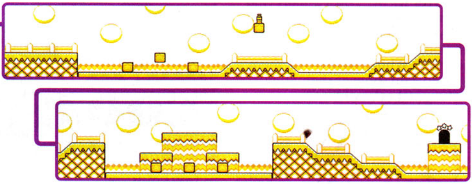
DOOR 2



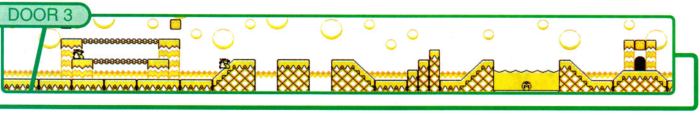
FIRST RESCUE

Defeat the boss and hop on Rick's back for extra power and endurance.



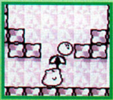


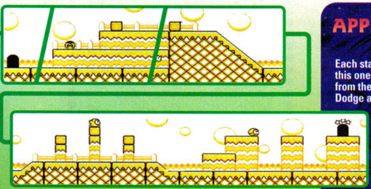
DOOR 3



PARASOL

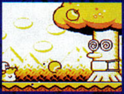
Use Rick and the umbrella to break these blocks and grab a bonus level icon.





APPLE ANTAGONIST

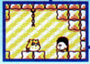
Each stage ends with a major enemy like this one. Inhale the rotten apples that fall from the tree and throw them right back. Dodge any other objects.



BIG FOREST

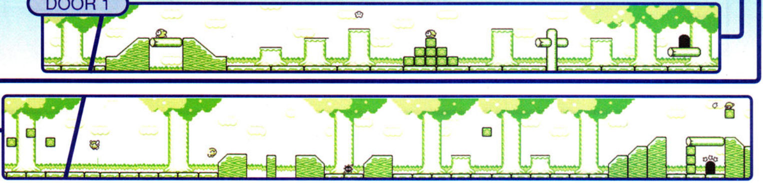
This stage is still relatively easy, but having Coo along gives you a definite advantage. Not only can you maneuver around obstacles, he makes it easier to find items hidden in the high branches of the trees.

COO CORNER

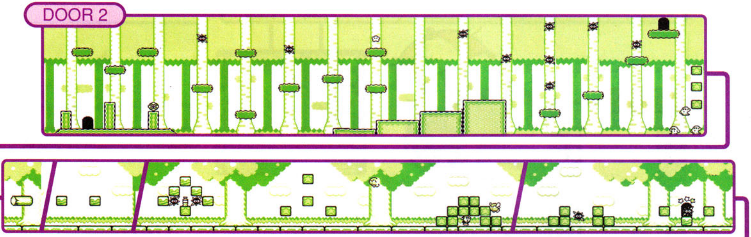


Duck in here and just touch the lone enemy to free Coo.

DOOR 1

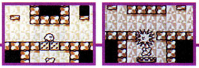


DOOR 2

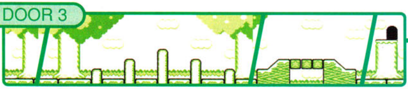


BONUS STAGE ICON

Collect this special icon in every stage to later gain access to a bonus stage.

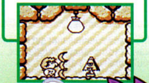


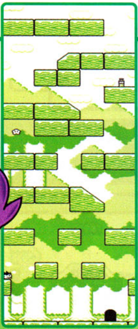
DOOR 3



TRIPLE TROUBLE

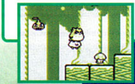
Swallow an enemy while with a friend for combo powers!





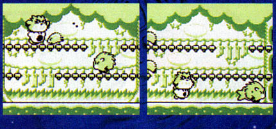
FRIENDLY SKIES

When you're low on life, fly around enemies.



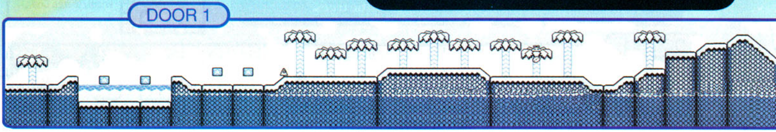
HEDGEHOG

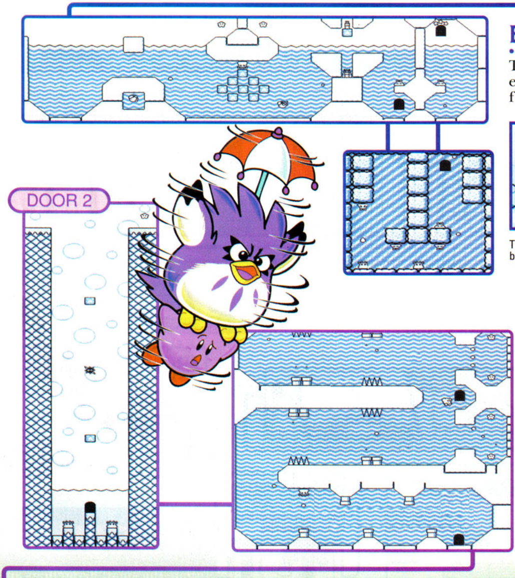
Inhale the small hedgehogs and spit them at the big one. This is tougher than it sounds, since their running patterns vary.



RIPPLE FIELD

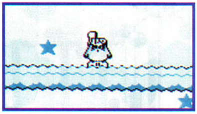
This is where things really start to get challenging! The terrain varies quite a bit within this stage, and you'll have to make some choices about which friends and powers to keep or change.





BETWEEN DOORS

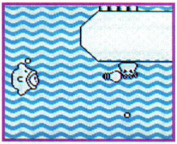
There's a bonus level after each major door, with a chance for Power-Ups and 1-Ups.



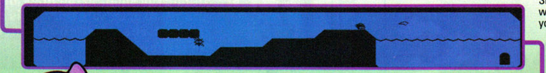
The higher you bounce off the cloud, the better the bonus you'll collect.

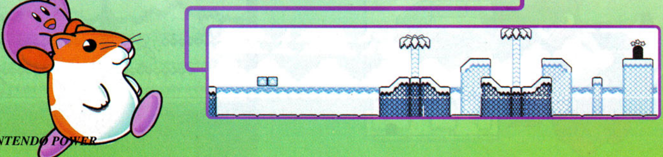
AGAINST THE TIDE

You must have Kine to swim against the powerful currents and get bonus stars.



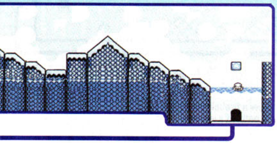
Shoot any enemies that get in your way. If you collect enough stars, you'll receive a 1-Up.

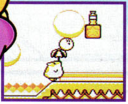




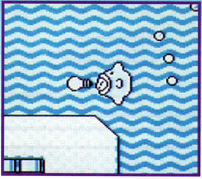
KIRBY COMBOS

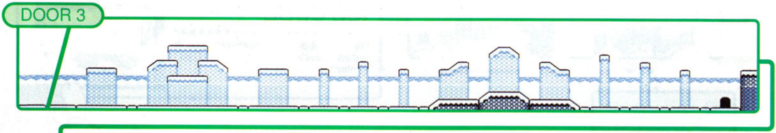
Eating different enemies may produce different effects, depending on which friend you're with. Experiment to see which combos work best.

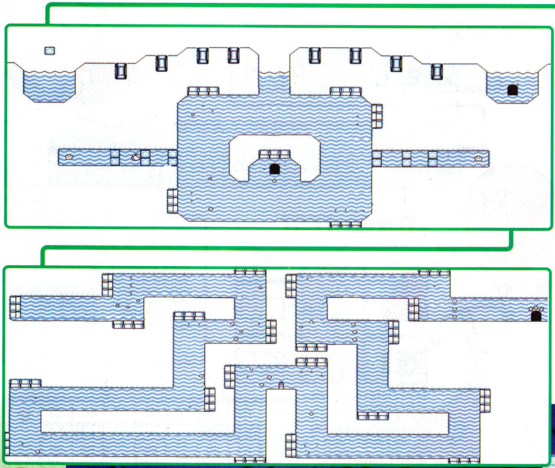




Kirby's diet includes the recommended daily allowance of stones, umbrellas and electric sparks. Delicious and nutritious!

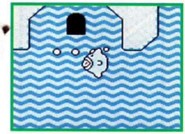






HIDDEN DOWN UNDER

Instinct might tell you to jump over gaps or ponds, but this is one time you won't lose a life if you take the plunge.

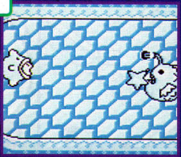


Dive deep to find stars and other bonuses. Fabulous hidden treasure lies just beyond that door!

ANGLER FISH

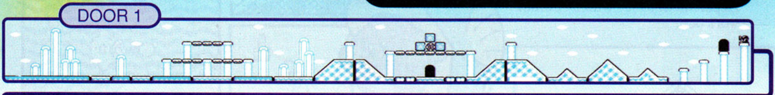
Your best bet is to go into the battle with a friend and an extra power. Shoot him if you can, or blow the starfish that float by back at him.

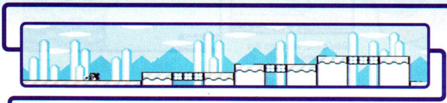
It takes several shots to turn him into tuna salad, so be patient!

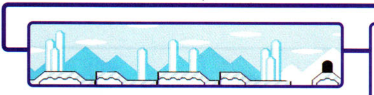


ICEBERG

Kirby's enemies are determined to put him on ice! The mazes get a bit more complex in this stage, with a few clever puzzles thrown in for good measure. Look for hidden items.

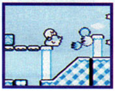






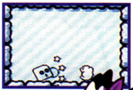
HOT HAMSTER

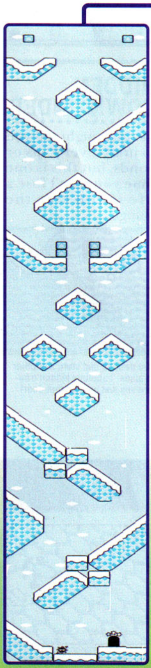
When you swallow a fireball, Rick will gain flame breath. It's worse than eating a triple-garlic pizza!

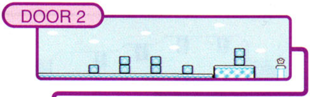


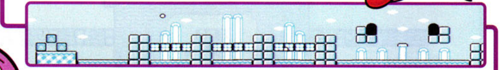
ICE CUBE

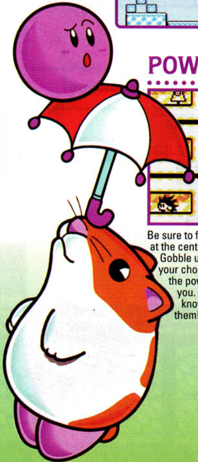
There's nowhere to run, nowhere to hide. If you don't have a friend, just inhale and spit whatever comes your way.



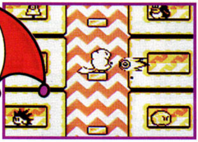








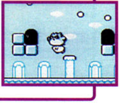
POWER TEST

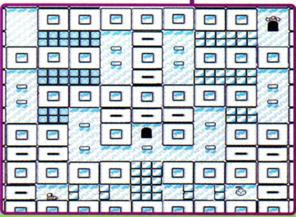


Be sure to fly into the door at the center of this maze. Gobble up the enemy of your choice and sample the powers it gives you. You'll never know until you try them!

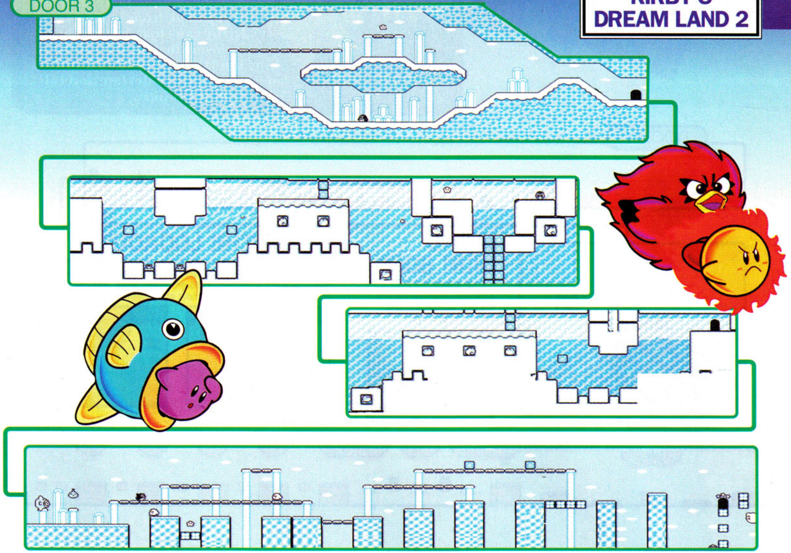
COO CORNER

Coo is essential in the next area. Go in the right door and get him, then head to the left door to exit.

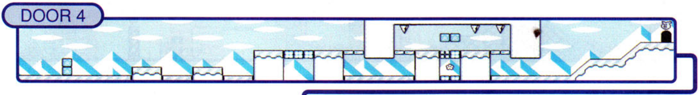




DOOR 3

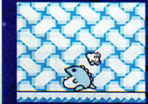


DOOR 4

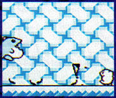


ICE DRAGON

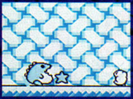
This dragon's breath is frosty rather than flaming. Even without extra powers, a few shots from you will melt his resolve!



Take a flying leap as he charges under you.



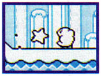
His bouncing around shakes a few icicles loose.



Ready...inhale...FIRE!

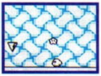
STAR POWER

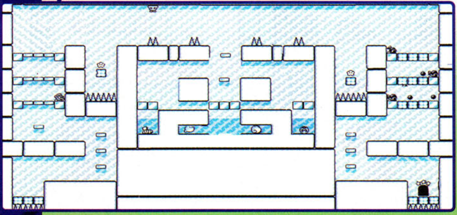
If you get hit, your special power escapes in the form of a star. Swallow that star!



EASY BONUSES

Re-enter boss chambers after you've cleared them to get extra Power-Ups and stars.

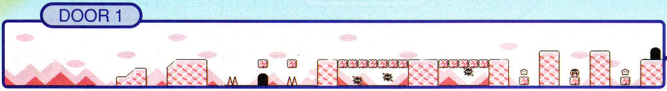


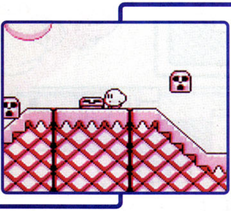


RED CANYON

As the name implies, there are a lot of gaps and drops in this stage. Kirby can float, but airborne enemies insure that the skies are anything but friendly. Will you spit at an enemy, only to deflate and fall into a bottomless pit?

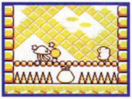
DOOR 1





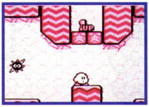
SQUID MINI BOSS

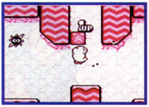
This squid was left holding the bag, but you'll gladly take it off his hands!

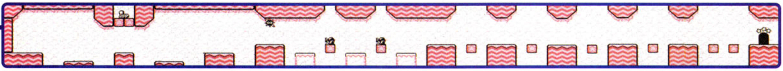


BE ON THE LOOKOUT

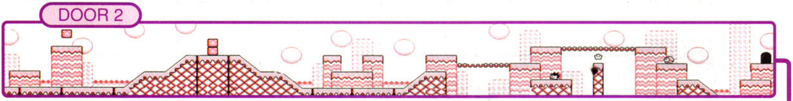
Besides collecting stars and between-level bonuses, you can also find 1-Up icons in the regular stages of the game. They're rare and sometimes tough to obtain without extra powers.





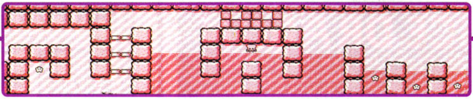


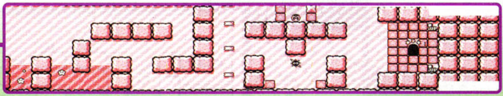
DOOR 2

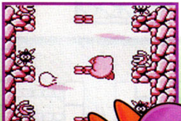


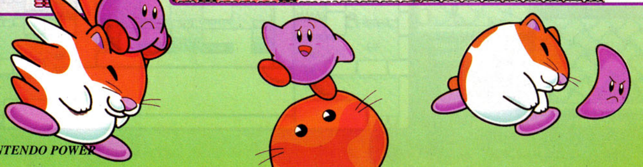
GOING UP

While most of the stages are side scrolling, some are vertical. When going up, you can't always see what's ahead, and enemies drop out of nowhere without warning.

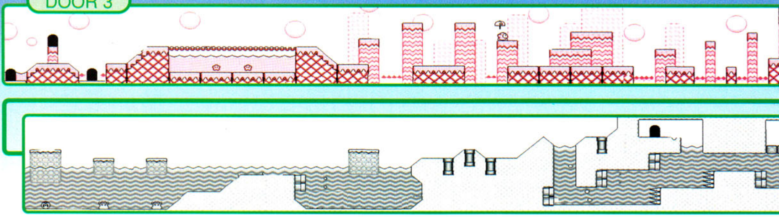




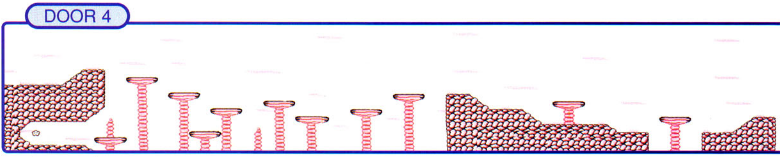




DOOR 3

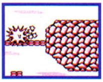


DOOR 4



PRICKLY WELCOME

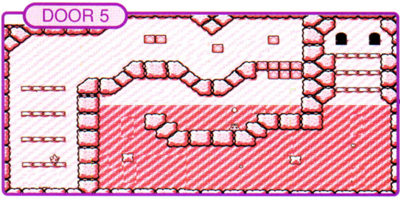
The porcupine power is only good at short range, but it will hurt almost anything.



AERIAL ATTACK

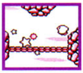
Coo + a porcupine = one nasty combo! One touch will take out most minor enemies.

DOOR 5



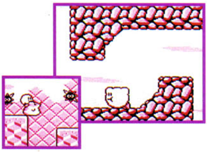
FASTER! FASTER!

You must keep ahead of the scrolling screen.



MORE CHALLENGES

More complex areas await, with more auto-scrolling. Watch for long jumps!



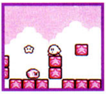
BAD EATING

Take him down with a puff of air or a shooting star.

Don't suck up these little devils!

HIDDEN STARS

Unless you're really pressed, swallow every block you find.



Some blocks conceal stars and items.

DOOR 3

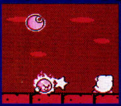
DOOR 4

PICK A PATH

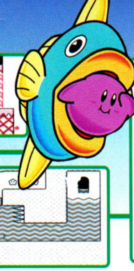
Whichever way you go, you'll find bonuses in abundance.

IN THE DA

This shooting star is not good luc
obvious that you inhale and spit sta
his speed makes it difficult.

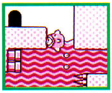


Stay in the light when the eclipse comes.



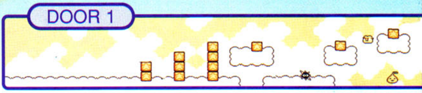
UNDERTOW

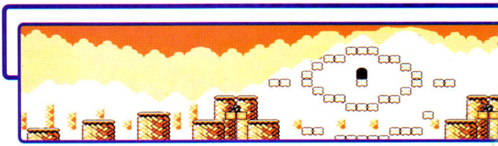
Only Kine is strong enough to beat the current near this door.

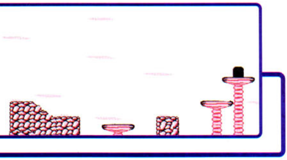


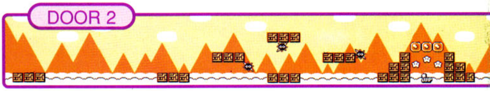
Don't pass up any chances for Power-Ups!

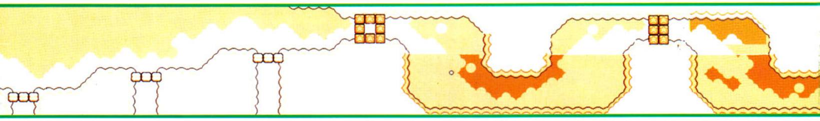
CLOUDY PARK

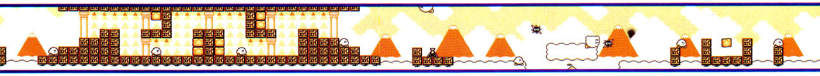


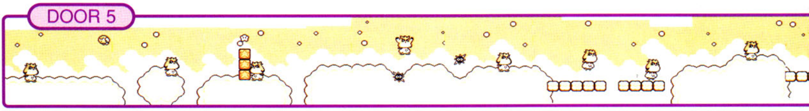










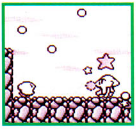


RK

for you! It's
rs at him, but

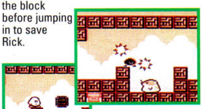
STARRY SKY

Try to get here with a friend or an extra power.



EAT FIRST

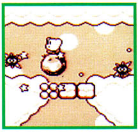
This looks innocent enough, but you can get trapped if you rush in. Be sure to eat the block before jumping in to save Rick.



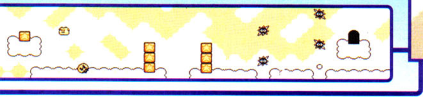
Gain spark power and free Rick.

HEAVY HITTER

Combine Rick with stone power for massive mayhem!

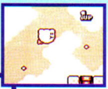


Here's where your flying prowess will really be put to the test, especially if Coo is not around to help wade through enemies. Search high and low for doors and bonuses.



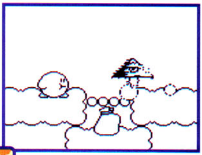
JET STREAM

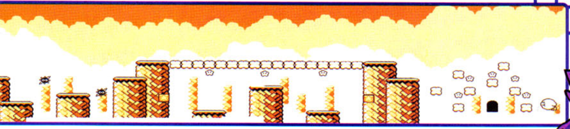
Let the prevailing winds carry you all the way to a valuable 1-up.



IT'S IN THE BAG

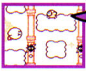
Be on the lookout for a chance to beat a mini-boss and free a friend.

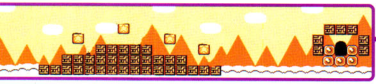


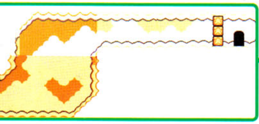


UP, OVER, AROUND

There's little maneuvering room in this vertical stage.

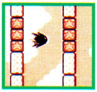


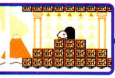




BLAST OFF!

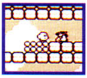
Fireball power lets you rocket straight through much of this stage.

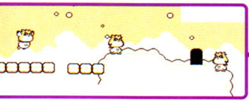




FADE AWAY

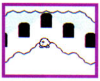
The cloudy path disappears under you—move it!





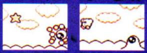
WHICH DOOR?

Pick a door, any door, all will be rewarding!

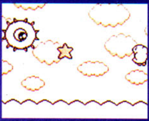


EYE IN THE SKY

The battle starts predictably, then takes a turn for the worse when the boss returns in a deadlier form!



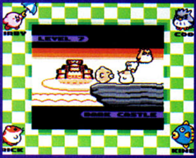
Wait for him to pop up.



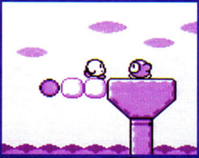
The battle is half over, but he's now twice as mean!

DARK CASTLE

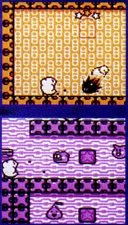
You'll have to tackle this final stage without benefit of maps or specific tips. Your friends are counting on you to rid Dream Land of these pests once and for all. Who's the evil lord of the castle? There's only one way to find out, and it's not pretty!



Who are we after, anyway? Your friends pledge to help.



Be prepared for more complex mazes and puzzles. Don't wait for the floor to fall out from under you!



Do you have the stomach for the battles ahead?

Secret of EVERMORE™

COMING SOON TO
YOUR SUPER NES
FROM SQUARE SOFT
NINTENDO POWER

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EPIC CENTER

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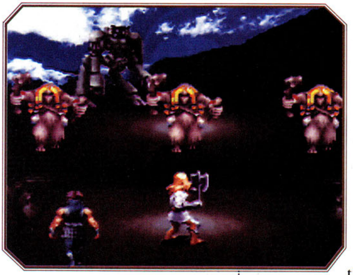

NEW GAMES TAKE ON EPIC PROPORTIONS

Epic games are growing up. Some of these upcoming titles will stretch the size and scope of epic games in untold ways. Epic Center will follow this evolution.

Upcoming epics such as Secret of Evermore, Chrono Trigger and Dragon Quest VI will push the boundaries of epic gaming. Larger memory configurations give programmers more room to add to the complexity of play, include more puzzles and create more detail and richer sound. The age of blocky characters eight pixels tall is coming to an end. Replacing it, epic gamers will find more realistic animation, characters and settings. We are already seeing many games that have added more action elements to the gaming mix. One day soon, RPGs will become as exciting as any action game.

DRAGON QUEST VI

Enix won't release Dragon Quest VI in Japan until the game actually transports players to a fantasy dimension—or so it seems. The latest in the lengthening saga is that Enix has increased the size of Dragon Quest VI to 32 megabits, making it as big as Donkey Kong Country. The 24 megabit version we saw at Shoshinkai last fall looked plenty impressive, with realistic, detailed graphics, orchestral sound and a huge game world to explore, but apparently it wasn't enough. The latest word from Enix suggests that the new and improved Dragon Quest VI might be shown at E^3, the Electronics, Entertainment Exposition in Los Angeles this month. Enix still has no official release date for this game in the U.S.

Dragon Quest VI isn't the only iron in the fire at Enix. The RPG masters are deep into development on 7th Saga 2. The original 7th Saga used some innovative battle schemes to add more action to the traditional RPG style of the game. A third adventure— so far the game has no name—is being developed by Quintet for Enix. Quintet also created Illusion of Gaia and SoulBlazer. Also working on this project are some of the people who created ActRaiser. Enix America says the title should be an adventure along the lines of Gaia or Zelda rather than a straight RPG. They also say it is awesome. We hope to bring you a further report on both of these new titles, and a look behind the scenes at Enix development, in the months ahead.

P.T.O. 2 HEADS FOR PORT

Koei hopes P.T.O. 2 will steam into harbor for strategy war gamers this October. For those of you who missed the original P.T.O. Pacific Theater of Operations, the game puts you in command of the American or Japanese Pacific fleet during the second world war. The battle scenarios came straight from the pages of history and the complexity of the game included nuts and bolts details such as procurement. According to Koei, the next P.T.O. will have some new scenarios while some old favorites remain. Improvements should be apparent at all levels of the game, but it will still have a menu-driven interface that may seem daunting to first-time strategy players. In addition to P.T.O. 2, Brandish II will be released this fall, as well.

ENIX'S LONG AWAITED RPG IS HERE!
THE HIT ANIMATED TELEVISION SERIES
IS NOW ON THE SUPER NES!

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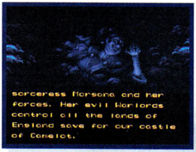
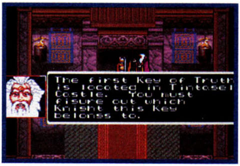
King Arthur™ & THE KNIGHTS OF JUSTICE

CAMELOT LIES BENEATH AN EVIL SPELL

Like a chilling wind, an evil darkness has swept down across Fifth Century England, freezing the bravest hearts in the land. King Arthur and the Knights of the Round Table have been frozen by a wicked spell cast by the witch Morgana. While the land despaired, the legendary wizard Merlin scoured all of time in search of a hero to save the kingdom. Only in the Twentieth Century did Merlin find heroes worthy of the task. Impressed by a young man named Arthur King and a high school football team named the Knights, Merlin drained nearly all of his magic to warp the group back in time to save Camelot. This is a dark moment in history. England pleads for a hero. It is in times such as these that the greatest of heroes are made. Arthur King and the Knights must save Camelot and rescue King Arthur. In addition to restoring order, the team must collect twelve Keys of Truth. Without the keys, the boys will remain trapped forever in Medieval England. Composed of eight areas and tons of puzzles, Enix's 20-megabit password-backed pak will be a hit with fans of the television series and roll-playing enthusiasts.


sorceress Morgana and her forces. Her evil Warlords control all the lands of England save for our castle of Camelot.

The vile sorceress Morgana has imprisoned King Arthur and the Knights of the Round Table in the Cave of Glass beneath her fortress.

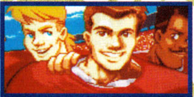

The first Key of Truth is located in Tintagel Castle. You must figure out which Knight this Key belongs to.

Merlin is Arthur's guide and mentor, providing information and spells for overcoming obstacles they'll encounter throughout the game.

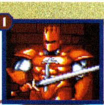
KNIGHTS OF THE ROUND

Prior to leaving Camelot, Arthur must select two of the twelve knights as traveling companions. This decision is made at the Round Table in the west wing of the Castle. Since all of the knights eventually seek out their own Keys of Truth, game players have the opportunity to select and play each knight at some point in the game. When visiting the Round Table, preview the Knight Profile Screen prior to selecting Arthur's companions. The profile screen provides the knight's name, a picture of any special item this knight has collected, and the life, defense, strength and speed meters for each individual. The portrait of the knight reveals what weapon he employs. Of all the knights at the Round Table, Tone has the best speed, Trunk has the best defense skills and Phil has the best strength. Vary the composition of your party, experiment with each knight and determine which combination suits your style of play.

THE KNIGHTS OF THE ROUND TABLE



Arthur King's football playing companions have been transformed into knights with unique and special powers. In order to return to the future, each knight must recover a Key of Truth and guard it with his life. A Key of Truth can bestow additional abilities upon the party. Tap the talents of each warrior by pressing the Select Button during combat.

①


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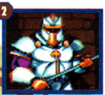

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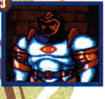

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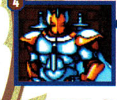

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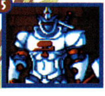

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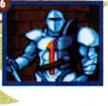

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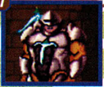

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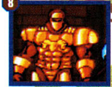

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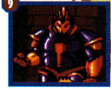

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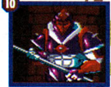

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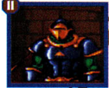

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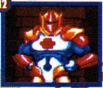


① ARTHUR
Arthur wields Excalibur and the Pendragon Shield.

② BREEZE
Breeze makes deft use of a pike and natural speed.

③ LUG
Lug carries a broad sword and has thick armor plating.

④ WALLY
Wally uses a bevy of daggers to keep his foes at bay.

⑤ TONE
Lightning fast Tone has a hot silver hammer.

⑥ LANCELOT
Loyal Lancelot clears the way with his lance.

⑦ DARREN
Darren drops foes from a distance with his crossbow.

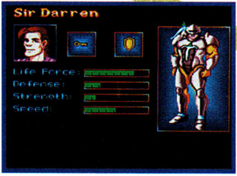
⑧ TRUNK
Trunk's massive battle axe intimidates his enemies.

⑨ PHIL
Hungry Phil has the most strength and a flaming mace.

⑩ GALLOP
Gallop's long mace is feared by Morgana's minions.

⑪ ZEKE
Brainy Zeke has the speed to stay ahead of the pack.

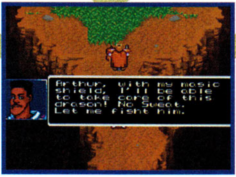
⑫ BRICK
Brick hurls projectiles at his surprised opponents.



Sir Darren

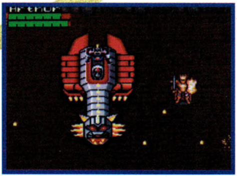
Life Force:
Defense:
Strength:
Speed:

When selecting knights, review the statistics for each. In addition to physical attributes, each knight uses a specialized weapon.



Arthur, with my magic
shield, I'll be able
to take care of this
dragon! No Sweat.
Let me fight him.

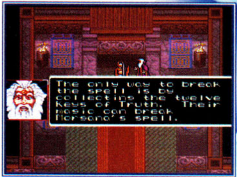
Teamwork is the winning attitude! Capitalize on the individual strengths of each of your companions throughout the game.



Each knight must defeat a Warlord to regain a key. All twelve keys must be collected before Arthur and the Knights can return to their World.

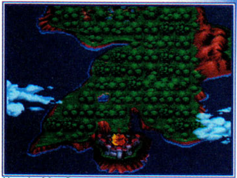
NOT SO MERRY OLDE ENGLAND

The chaos unleashed by Morgana has splintered the countryside into eight distinct regions. Journey with Arthur and the Knights as they reunite Britain and rescue King Arthur. Each quest is packed with surprising twists, turns and eccentric characters, and you must infiltrate and explore every village, keep and castle. A quick warp feature allows players to view a Map Screen and warp past areas they have already explored. Select the Map Screen and move the yellow shield representing the party to a desired location. If the shield shines brightly, the area has been explored and the party may warp to the location. The shield does not shine on unexplored or inaccessible territory. Use this feature to quickly warp into areas adjacent to new regions.

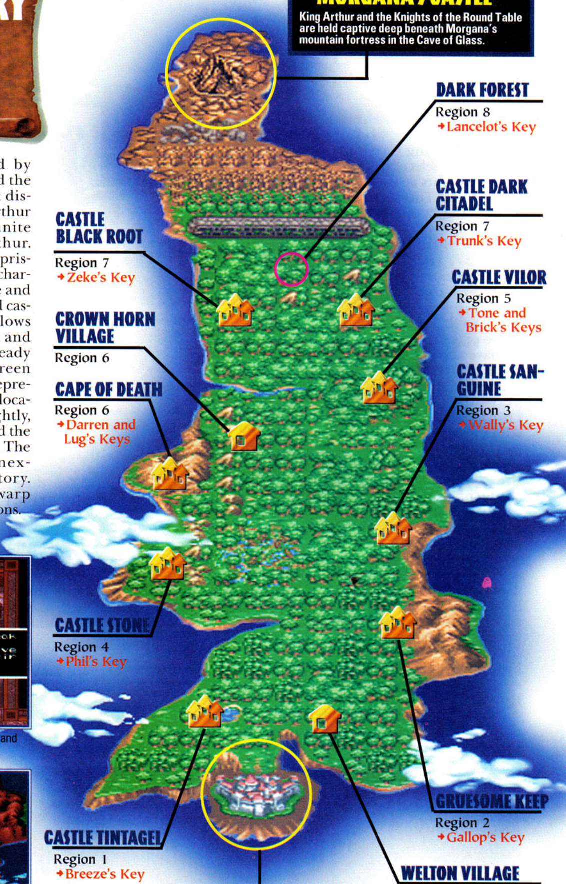


The only way to break the spell is by collecting the twelve keys of Truth. Their magic can break Morgana's spell.

Explore each of the eight regions in Britain and find all twelve of the Keys of Truth.



Use the Map Screen to warp to areas already visited on foot. The shield representing the location of your party shines brightly on explored areas.



MORGANA'S CASTLE

King Arthur and the Knights of the Round Table are held captive deep beneath Morgana's mountain fortress in the Cave of Glass.

DARK FOREST
Region 8
➔Lancelot's Key

CASTLE DARK CITADEL
Region 7
➔Trunk's Key

CASTLE BLACK ROOT
Region 7
➔Zeke's Key

CASTLE VILOR
Region 5
➔Tone and Brick's Keys

CROWN HORN VILLAGE
Region 6

CASTLE SAN-GUINE
Region 3
➔Wally's Key

CAPE OF DEATH
Region 6
➔Darren and Lug's Keys

CASTLE STONE
Region 4
➔Phil's Key

GRUESOME KEEP
Region 2
➔Gallop's Key

CASTLE TINTAGEL
Region 1
➔Breeze's Key

WELTON VILLAGE
Region 2

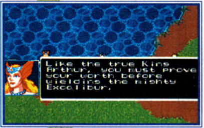
CAMELOT

The last toehold of chivalry and order in the land, Camelot is home to Arthur King and the Knights of Justice. Return here often to receive counsel from the powerful wizard Merlin or choose Knights from the Round Table.

ACT 1

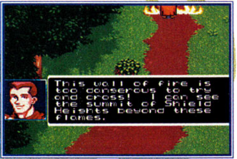
FIND THE EXCALIBUR SWORD

Arthur King's first deed in his new world is to recover the Excalibur. Merlin instructs him to receive the sword from the Lady of the Lake. After several encounters with brigands in the forests surrounding Camelot, Arthur meets the Lady, who informs him that he must prove his worth, like the real King Arthur did, before receiving the sword. Northeast of Camelot, high atop Shield Heights, is a young dragon. Since King Arthur's capture, the dragon has run amok in the land, stealing the valuable Pendragon Shield. The Lady explains that she will reward Arthur with Excalibur if he returns with the Shield. On his journey to Shield Heights, Arthur encounters a deadly flame wall blocking his path. Merlin recognizes the spell as the work of Morgana and knows of a potion that can extinguish the magical fire. The wizard requires four regents to create a brew, and Arthur embarks on a search of the nearby forest. Wandering the woods, Arthur collects Nightshade, Monkshood, a Hairball and a Newt's eye. Exploding spores and killer bees are just a few of the hazards surrounding Camelot, and Arthur King and his companions exercise caution as they carefully explore the undergrowth. Checking behind trees, they discover a hidden glade concealing a magic shield for Breeze. After recovering the four ingredients, Arthur and the Knights return to the Castle. While Merlin prepares the potion, Arthur remembers the shield and asks Breeze to join him on the journey to defeat the Dragon. Merlin's potion of Fire Protection allows the party to venture further into the unknown. As Arthur and the Knights battle through a fortification, the clanging of swords against armor echos through the rocky outcroppings of Shield Heights. When the last foe has fled, only a rope bridge separates the Knights from the young dragon. Raising its leathery green wings in the distance, the beast beckons a challenger. Who will it be? Before Arthur can decide, Breeze lifts his pike and charges.



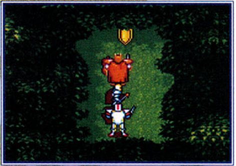
Like the true King Arthur, you must prove your worth before wielding the mighty Excalibur.

The Lady of the Lake will give Arthur the sword only after he has completed the heroic deed of returning the Pendragon Shield.

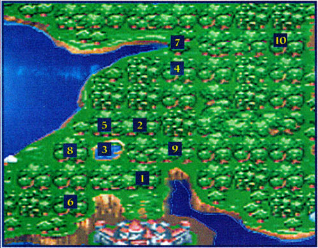


This wall of fire is too dangerous to try and cross! I can see the summit of Shield Heights beyond these flames.

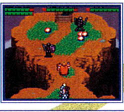
A magical wall of searing flames blocks Arthur's path. There must be a way around it. Perhaps Merlin knows something about the source of the spell.



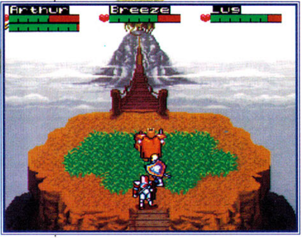
A Magical Shield for Breeze! The dense forest undergrowth conceals several valuable items. Search among all of the trees for hidden trails.



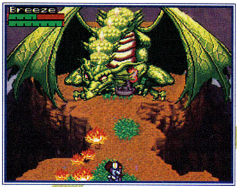
1	HAIRBALL
2	NIGHTSHADE BLACKSMITH'S HOUSE WARLORD'S HELMET
3	EYE OF NEWT
4	WALL OF FIRE
5	MONKSHOOD
6	EREK OF TINTAGEL
7	SHIELD ATTACK
8	MAGICAL SHIELD
9	WELTON VILLAGE ENTRANCE
10	GRUESOME KEEP SECRET PASSAGE



Shield Heights is filled with brigands. Wipe this bunch out and grab the Shield Attack items lying on the ground. Keep returning to this screen until you have 99 Shield Attacks.

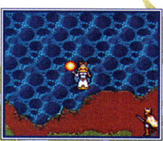


The dragon dares anyone to cross his bridge. Dragon scales are normally impenetrable to weapons, but the underbelly has softer, weaker scales.

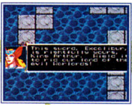


Don't get burned by this dragon—use Breeze and his Magic Shield! Wait for the dragon to raise his neck before aiming at his soft underbelly.

The young dragon atop Shield Heights is a tough opponent, but using Breeze and the Shield Attack should quickly bring the reptile to his scaly knees. Watch and follow the eyes of the dragon. The beast points his head directly at his intended fireball target. Occasionally the dragon will move his neck in such a manner that his brown underbelly will be exposed to attack. Stand in front of the dragon and use the Shield attack. Keep repeating this until a tender red welt has developed on this roaring flamethrower. A few more hits will inflict more damage than the dragon can stand. Collect the Shield of Pendragon from the statue and return to the Lady of the Lake. While the Lady recognizes Arthur's feat, she presents one final puzzle. Watch as the Lady uses a ball of light to trace an outline of a path across the lake. Arthur must remember and follow this path to claim Excalibur.

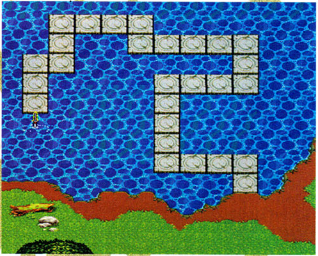


Although he has defeated the dragon and returned with the Shield of Pendragon, Arthur must undergo one final trial before claiming Excalibur.



This sword, Excalibur, is rightfully yours, King Arthur. Wield it to rid our land of the evil Warlords!

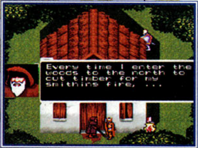
Arthur King has completed the puzzle of the lake! Excalibur is his to wield! At last there is a slight glimmer of hope for the Kingdom of Camelot.



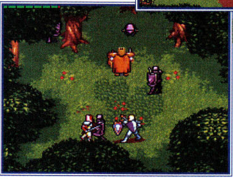
ACT 2

RECOVER BREEZE'S KEY

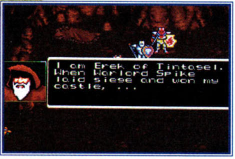
The first Key of Truth is located in the heavily guarded Castle of Tintagel. Merlin instructs Arthur to determine which knight this key belongs to. Because he is the only knight currently equipped with a shield, Breeze seems a natural choice to include in the exploration party. Ironically, the first Key of Truth also belongs to this knight. Arthur sets out from Camelot, heading east to the Castle of Tintagel. A small warlord army greets the Knights of Justice in the shadow of the fortress. Victory on the battlefield does not lower Tintagel's drawbridge, and Arthur decides to venture through the outlying lands in search of another solution. Wandering through the forest, he encounters a blacksmith pleading for assistance. A Warlord patrol demands tribute from him each time he cuts timber for his smithing fire. The smith cannot afford to pay a fee, but he needs to cast a plow for Welton village. The Blacksmith offers him a book of ciphering for eliminating the patrol aned returning with an article that proves the demise of the enemy. Later Arthur encounters the Erek of Tintagel, a hermit living in a cave beneath a nearby castle. Erek was once the proud ruler of Tintagel Castle, but now the treacherous Warlord, Spike, inhabits his abode. Erek knows every inch of the fortification, including a secret passageway beneath its walls. The hermit will show Arthur the corridor entrance if he is given the Book of Eld, a sacred book of ciphering. This mystic tome, Erek explains, was stolen from him by the Blacksmith. Angered by the smith's deception, Arthur returns and confronts the man. The Blacksmith divulges that he did not know who the book belonged to and that he found it in a cave.



Every time I enter the woods to the north to cut timber for my smithing fire, ...



Keep a sharp eye out for obscured trails leading into unseen clearings. This hidden trail leads to a Warlord's discarded Helmet.

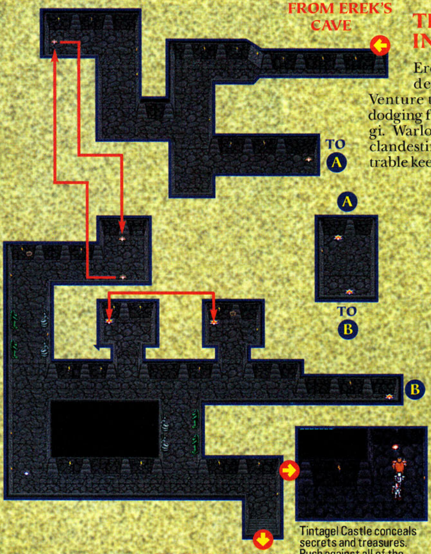


I am Erek of Tintagel. When Warlord Spike laid siege and won my castle, ...

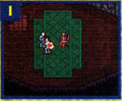
Erek of Tintagel has fled his castle and now guards its secret entrance. Arthur and the Knights may pass after they settle a dispute.

THE SECRET PASSAGE INTO TINTAGEL CASTLE

Erek's secret passage winds through the deepest chambers of Tintagel Castle. Venture through a series of warp points while dodging flame-throwing traps and exploding fungi. Warlord Spike's forces will be stunned by the clandestine foray into their supposedly impenetrable keep.



Tintagel Castle conceals secrets and treasures. Push against all of the walls as you explore the darkened halls.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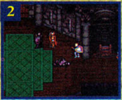
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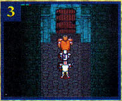
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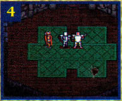
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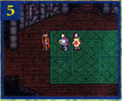
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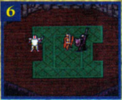
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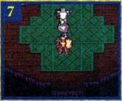
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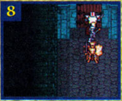
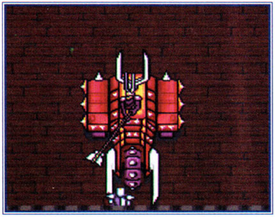

8

Arthur
Breeze
Lus

Ouch! The Warlord of Tintagel Castle has stocked the fortress full of nasty foes. Stock up on the ealing Herbs growing in Erek's cave.

Although he admits to no wrongdoing, the lacksmith feels that he has the right to compensation for finding Erek's book. Arthur walks away, thinking about the argument presented by the Blacksmith. Was a wrong committed, or did Erek incorrectly assume that an article lost was an article stolen? Arthur's stroll leads him up and right from the Blacksmith's house. The grass here is cut in an unusual manner, almost as if a trail were hidden... could it be? Curious, the party walks up into a hidden glade. A shiny Warlord Helmet lies in the middle of the grass. Walking up to the helm, Arthur hears the leaves rustle. Ambush! Hordes of black knights rush from the trees! After a brief pitched battle, Arthur returns the Warlord Helmet to the Blacksmith. This is the proof the smith was looking for. Overjoyed, the Blacksmith gives Arthur the book of ciphering and begins to heat his forge. Back at the cave under Tintagel, Erek is just as excited about the return of the Book of Eld. Arthur and the party are granted unlimited access to the dim passageway leading into the catacombs of Tintagel Castle.

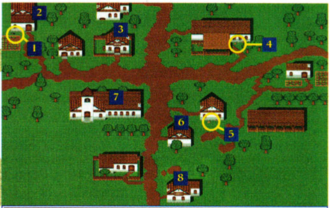


Warlord Spike is determined to test drive his siege engine on Breeze. Dodge the front of this vehicle or you'll be roadkill.

ACT 3

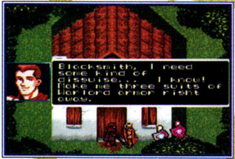
RECOVER GALLOP'S KEY

Flush with victory, Arthur and the Knights return to Camelot with Breeze's key. Merlin congratulates the party, then pulls Arthur aside. "Arthur," he whispers, "your next quest is to recover the second Key of Truth hidden within Gruesome Keep." Located north of Welton village, Gruesome Keep is a decrepit fortification seeping with blood. Not even the vultures lay claim to the fallen bodies of brave warriors. Merlin cautions Arthur, noting that the villagers might be able to provide the Knights with some assistance getting into the Keep, but that Welton's inhabitants have been acting strange lately. The bearded wizard suspects the work of the witch Morgana. Merlin also divulges the secret of the mysterious statues that guard the borders of each region in the Kingdom. At the top of each statue is a magical blue orb. If the sphere is electrically charged, no one may pass. The wizard built the statues to guard the land against invaders. Merlin deactivates the eastern statues near Welton, allowing the party to pass. Arthur is not welcome in the village. The people turn their backs on the knights and announce their allegiance to the evil sorceress. Confused, the Knights return to Merlin for advice. "Perhaps the villagers would be easier to deal with if they could not recognize you," suggests the wizard. Arthur remembers the Warlord Helmet that he found in the wooded glade. The closed black visor on the helmet would conceal a face. The Blacksmith in the forest knows how to make Warlord Armor, but he lacks firewood or metal for the task. Scouring Welton village, Arthur and the Knights collect wood and iron scraps. Thirsty from his labor, the Blacksmith requests a barrel of cold cider. Arthur finds the cider outside of the village inn. The work complete, the party dons the black armor and journeys back into Welton. The villagers rejoice and welcome the knights with open arms. The enthusiasm of the inhabitants in the town is eerie. The villagers demonstrate unwavering devotion to Morgana. Everyone is eager to report their deeds to the masked knights. The Gem maker has made a key to the secret entrance of Gruesome Keep. He provides Arthur with the key, explaining that it needs magical energy to work. Mystical powers are the specialty of the old woman living in the northeast corner of the town. She gleefully enchants the key for the party. Pocketing the key, Arthur ventures north of Welton with his group. An obscured trail catches his eye. Why didn't he see this before? The narrow path leads to a trapdoor. The magic key fits perfectly! A narrow underground corridor leads in the direction of Gruesome Keep. This is the secret passage the party was looking for!



- 1 Healing Herbs
- 2 Wise Woman
- 3 Gem Shop
- 4 Barrel of Cider
- 5 Fire Wood
- 6 Iron Scraps
- 7 Church
- 8 Charts & Maps Shop

What's with the attitude in Welton? Everyone hates Arthur and nobody offers any information. Perhaps Merlin has a solution.

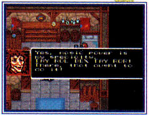


Blacksmith, I need some kind of disguise... I know! Make me three suits of Warlord armor right away.

With the right materials, the Blacksmith can create Warlord armor. Metalworking is strenuous work, and the smith might get thirsty for some cider.

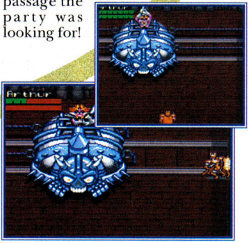
Equip the Warlord Armor and venture back into Welton. Be sure to act really sinister.

Using an enchanted key, Arthur gains access to Gruesome Keep. Be sure to thoroughly explore all areas in the forest.



Yes, magic power is my specialty. TAY KOL BEN TAY KORI There, that ought to do it!

Disguised in the Warlord Armor, Arthur revisits the village. The town inhabitants cooperate and welcome him. There must be a way to break the spell.



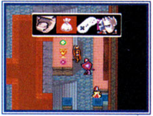
It's a Warlord cable car! Use Arthur and Excalibur to cut this fiend loose. After defeating this bad guy, return to Camelot and have Gallop join you.

TOUGH ACTS TO FOLLOW

ACT 4

BLINDER'S WAY

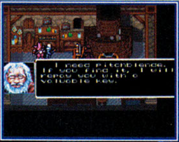
Wally's key is located in Castle Sanguine, a fortress surrounded by a maze of forest paths. The journey is mysteriously referred to as "Blinder's Way," a maze so complicated it requires a map. Merlin instructs Arthur to break Welton's spell by collecting the Goblet of Loyalty and two gems, the Emerald of Reason and the Ruby of Compassion. Arthur and the Knights find the treasures and place them on the altar in the Temple of Welton. Free from their spell, the citizens rejoice. Unfortunately, all of the maps and charts in the town are destroyed. The map maker gives Arthur some charred pieces of a map in exchange for sea flowers. He puts the pieces together revealing an outline of forest and road and a bunch of letters. What does "Blinder's Way" mean? Arthur wishes Merlin could spell it all out for him.



ACT 5

SAVE SQUIRE EVERETT

While Arthur is cleaning up Castle Sanguine, a warlord infiltrates Camelot and poisons young Squire Everett. Merlin recognizes the poison as the Tears of Gorjus, a rare and toxic brew that has only one antidote. "Arthur," he explains, "you must travel to the Swamp of Zagar and bring back a fragment of a horn from the Zug that lives there." The Zug is a magical beast, and there is only one like it in the entire world. Arthur must gather the piece without slaying the rare animal. In his journey to the Swamp of Zagar, Arthur encounters many hideous denizens of the muck, including huge, vicious trees with ugly, gnarled faces. The roar of the Zug echoes from every direction in the mist. There is little time to waste.

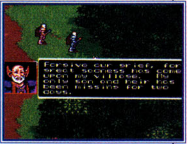


I need pitchblende. If you find it, I will repay you with a valuable key.

ACT 6

RESCUE THE GNOME PRINCE

After she is broken of her spell, the Old Woman in Welton reveals that the Warlords have only ten of the Keys of Truth, not all twelve. One of the keys is magically hidden in Gnome Woods, a forest north of Sanguine Castle. The Old Woman gives the Knights a scroll, instructing them to read it aloud in front of an ivory pedestal. While wandering through the forest, Arthur encounters a Gnome King desperately seeking his lost son. Could this troubled ruler assist the Knights in finding the next Key of Truth?

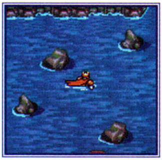


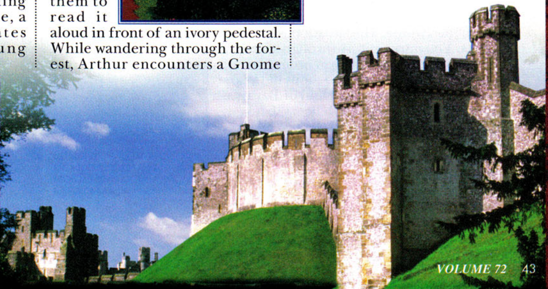
Forgive our grief, for great sadness has come upon my village. My only son and heir has been missing for two days.

FUTURE ACTS

STOP MORGANA

Leaning out a window atop Camelot's highest tower, Merlin stares out across the countryside. Winds from the channel blow out across the grasslands, pointing each waving blade of grass at the receding darkness in the north. The wizard reflects on the progress in the Kingdom. Young Arthur King and the Knights have demonstrated promise, but much work remains. The Warlords have been challenged, but not beaten. Morgana still controls the frozen north. The real King Arthur and the Knights of the Round table must be rescued. Then, with luck, Arthur King and the Knights of Justice will be able to find their way home.





KOEI PLUNGES DEEP INTO AN UNDERWORLD ADVENTURE

The small kingdom of Berimya
was once protected
by

Brandish™

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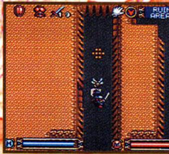
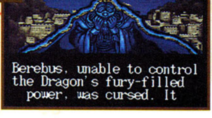
GREAT RPG FUN ISN'T ALWAYS PRETTY

You've fallen and you can't get up. While battling the Sorceress Alexis, the renegade Varik lost his footing and stumbled into a gaping hole in the ground. The situation is literally the pits. You must venture through a total of forty-two perplexing levels in order to complete the game and right the thousand years of wrong inflicted on the Land of Bavalya. Brandish is a 16 megabit, battery-backed, action/RPG for hardcore players. While you probably won't be dazzled by its graphics, this cart offers tons of intellectual challenge and hours of game play.

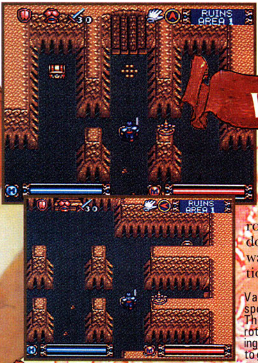


Have a nice trip? Now you're stuck where the sun doesn't shine. No one has ever escaped from the cursed catacombs beneath Bavalya.

their way into the tower,
and attacked the Dragon.



Berebus, unable to control
the Dragon's fury-filled
power, was cursed. It



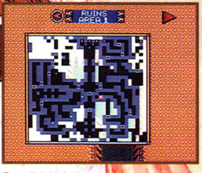
WARP SPEED, MR. SCOTT

Brandish employs a unique method of movement, shifting the entire maze around the character. More than a few players might be confused by this flashing perspective and incorrectly assume that their character is warping throughout the maze. When you turn, the display automatically shifts 90 degrees, making it difficult at times to determine which direction Valik has rotated. This jerky, sporadic motion takes time to get used to. Thankfully, you don't encounter invisible teleportation tiles until later in the game. Players may want to change the placement of certain button options. Consult the configuration screen and select a button setting that suits your individual preferences.

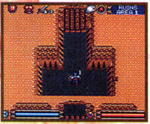
Valik is standing in the same spot in both of these photos. The difference is that he has rotated 90 degrees. The revolving surroundings may take time to get accustomed to.

CHECK IT ALL OUT

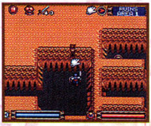
In order to complete Brandish, players need to find their way through the massive forty-two level labyrinth. Valik has a variety of options to help him explore and overcome each of the progressively challenging and difficult floors. In the event that a player saves his or her game in an impossible or very difficult situation, the game offers an Emergency Escape Option. Activate this feature by pressing the A Button while holding down the L and R Buttons. Selecting this option drops Valik's current level by one.



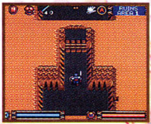
Brandish includes an auto-map feature. This option is great for exploring areas containing warp tiles.



You've tried all of your keys and walked over every pressure plate, but the door still won't open. What's that notch on the right wall?



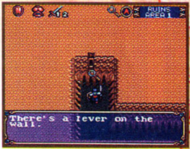
Sticky door won't open? Sliding pole blocking your way? Nowhere to go? Finding a lever could be the key to solving your problem.



Open sesame! The lever opened the door and you're back on your way. Check every wall in the maze whenever you reach an impasse.

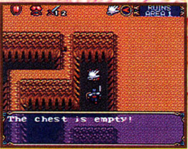
GRAB OR GLANCE

Use the Pick up/View option whenever you need to grab an item or examine an area or item in close detail.



There's a lever on the wall.

Use the View option to examine an item, door, or the strength of an opponent.

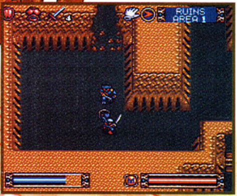


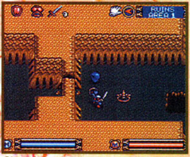
The chest is empty!

The glove opens unlocked doors, grabs new items and toggles any switches.

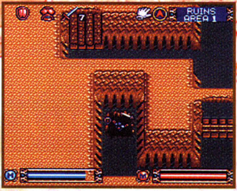
SWING AND PARRY

Depending on your character's location in battle, Brandish has just one convenient button to both attack and defend in combat. At close range, Valik swings his weapon at his adversary, but if the target is too far away, he ducks behind his shield. Keep a variety of weapons in your inventory. While most swords eventually deteriorate and break, spells last as long as Valik has Magic Points. Some opponents are immune to magical attacks, so have a weapon ready.





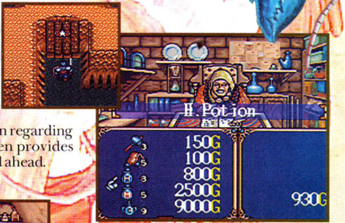
Close in on a monster to engage in combat. Valik raises his shield in defense if he is not in range for an attack. The Ring of Life shown here revives Valik when his hit points are wiped out.



Falling down is the pits. Buy some Steel Balls.

YOU BETTER SHOP AROUND

The twisting, dark, passages of the underground maze are packed with profiteers who would rather make money off others than search for a way out. Visit and review the inventory of every tool, weapon and magic shop in the game. You can examine each item before you make a purchase. To view an item in a shop, point the cursor at the item and press the Y Button. Even if you decide not to buy any of the numerous wares offered, talk to each shopkeeper. These shops are a great place to pick up information regarding the route to the surface. The inventory in the stores often provides clues to what lies on the road ahead.

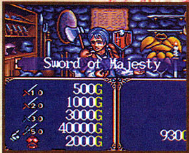


H.Potion

150G
100G
800G
2500G
9000G

930G

Checking out a store's inventory provides players with clues as to what sort of obstacles lie on the road ahead. Stock up and combine the items in your pack.

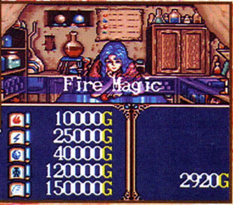


Sword of Majesty

500G
1000G
3000G
40000G
2000G

930

Stores contain tools that make life a little easier. Monsters don't carry gold—you need to find it. Save your money and buy wisely.

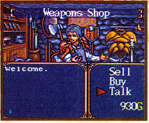


Fire Magic

10000G
25000G
40000G
120000G
150000G

2920G

While expensive, magic spells last as long as Valik has magic points to cast them. Experienced players recognize spells as one of the best bargains in the game.



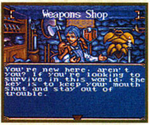
Weapons Shop

Welcome.

Sell
Buy
▶ Talk

930G

Even if Valik has everything he needs, visit each shop and talk to the store owner.



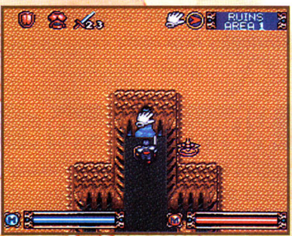
Weapons Shop

You're new here, aren't you? If you're looking to survive in this world, the key is to keep your mouth shut and stay out of trouble.

Unlike this fellow, most shop keepers provide useful information about the maze.

A-MAZING FEATURES

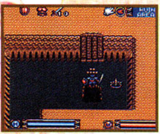
The corridors beneath Bavalya conceal tricks and traps to snare all but the most brilliant players. Even the best equipped warriors rely on their wits and savvy to survive the trip to the surface. Certain pressure plates open doors, but others close off escape routes. Jump over pits and plates that hinder Valik's progress, but remember that a few holes offer refuge from a worse fate. Bash in weak walls with a sledgehammer, and note any extra keys lingering in your inventory. The unique features and challenges of each subterranean level keep players coming back for more.

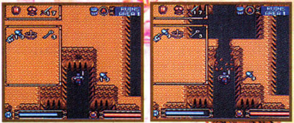


Quickly replenish your hit points at any Spring in the maze, or restore Valik's life line by resting. Press the L and R Buttons simultaneously to catch some Zs.

RUINS
AREA 1

RUINS
AREA 1

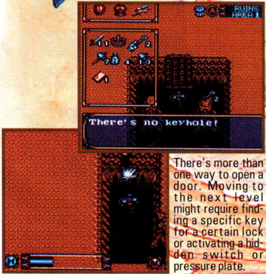




Break down weak walls by using the Sledgehammer.

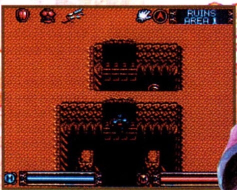
BEAUTY IS ONLY SKIN DEEP

While it's not the prettiest role-playing game on the market, this pak offers an extensive variety of challenging puzzles with a good balance of action. The numerous mysteries, bewildering mazes and bloodthirsty traps will keep hardcore role-playing fans exploring for hours. If you're looking for Mode 7 rotation or flashy graphics, this is probably not your game. If you're seeking a thought-provoking intellectual challenge, Brandish might have exactly what you're looking for. This ugly duckling has the potential of being a grand swan in the growing pond of great RPGs.



There's no keyhole!

There's more than one way to open a door. Moving to the next level might require finding a specific key for a certain lock or activating a hidden switch or pressure plate.



His Short Sword shattered and monsters closing in, Valik stumbles through a doorway and into a chamber containing a dusty chest. Is this a lucky break or another deadly trap?

Brandish couples the great role-playing elements of Wizardry V, Dungeon Master and Soulblazer in one huge maze. Check out the Epic Center Strategy section of Nintendo Power Volume 71 for maps through the Ruins area.

Nothing beats a good adventure, and Epic Center Strategies help make every quest a great one!

BREATH of FIRE™

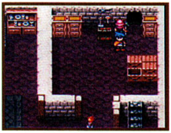
In your quest to avenge your sister Sara's death, you'll face all sorts of nasty enemies. Luckily for you, you'll also meet several companions that will help you in your mission. In order to succeed, you'll have to use them to their full potential!

Finding Karn's Fuse Spells

While Karn's thieving skills are helpful when you want to disarm a trap or open a locked door, his real power lies in his Fuse Spells. When Karn uses one of the amazing spells, he combines the powers of several characters to create a new, super-powered character. While the spell is active, you cannot use the fused characters, and they will disappear from the battle screen if you have them at the front of the party.

Finding Shin

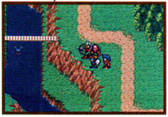
You'll find Karn's Shin Spell in the Town of Gant. Enter the Chief's house on the north side of town and find the chest of drawers in the upper right corner of the building. Push the drawers to the right and enter the cave. Inside the secret room, use Ox to break the rocks blocking your path, then put Karn at the front of your party. Talk to the Wise Man to learn the spell.



Push the chest of drawers out of the way then enter the secret room in Gant.

Using Shin

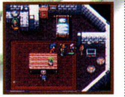
The Shin Spell combines the powers of Karn, Bo and Gobi into a super-powerful archer. Shin is a great fighter, but he's also a useful character to have leading your party. When he is a the front of your party, he can hunt the animals that appear in the overworld and collect the supplies they leave behind. Shin's quick reflexes even let him hit the fast moving birds that Bo always misses!



Put Shin at the front of the party if you want to shoot the birds in the overworld. Hitting them will give you the WMeat, a powerful healing tool.

Finding Debo

Go to the Town of Gust and enter the Flute Maker's house in the center of town. On the right side of the building you'll notice a chest and two barrels. Push the chest to the right then fall into the hole that's hidden beneath it. Once inside the secret room, push the barrels out of your way, then put Karn at the head of your party and talk to the Wise Man to receive the spell.



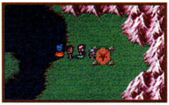
Move the chest in the Flute Maker's house to find the secret passage.

Using Debo

Before Karn can use the Debo Spell, your party must be traveling underwater. When he does use the spell, Karn will join together with Gobi and Ox to form a powerful water creature. While Debo can't use Gobi's water spells, this strong fighter has the hit points to withstand most attacks. Debo can travel only underwater, so you'll need to use Karn's Revert Command before you can leave the underwater world.

Finding Doof

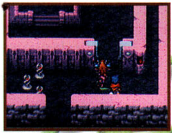
Use the Warp Spell to return to the Town of Camlon , then exit the town. Follow the upper path outside of Camlon until you reach the bridge. Cross the bridge, take the stairs, then continue to the right across the second bridge. Walk up to the Dragon Emblem and have Mogu dig down into the dirt. Once you are inside the secret room, have Karn speak with the Wise Man to gain the Doof Spell.



You must have Mogu at the head of the party if you want to dig!

Using Doof

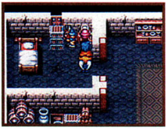
Karn's Doof Spell will fuse Karn, Bo and Ox into an extremely strong giant. When you have Doof at the head of your party, he can move very heavy objects, such as the one you'll find in the Town of Bleak. You can also use Doof to find the B. Rang in the Krypt. Use his superior strength to clear your path to this powerful weapon!



Use Doof's great strength to find the B. Rang inside the Krypt

Finding Puka

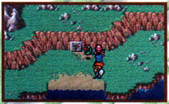
Return to the Town of Bleak and enter the Fortune Teller's house on the east side of town. Use Karn's Doof Spell to change into the giant, then move the crates in the upper left corner of the building. After clearing your path, fall into the hole to find the secret room. When Karn speaks with the Wise Man, he'll gain the Puka Spell.



It will take the strength of Doof to move these heavy crates!

Using Puka

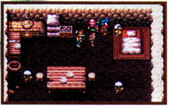
Using the Puka Spell will fuse Karn, Bo, Ox and Gobi together into a small flying goblin named Puka. Puka possesses the ability to blast open the Dragon Seals that appear on the cliff faces throughout the game.



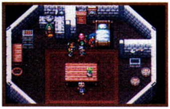
When you find a Dragon Symbol on the a cliff face, you'll need Puka to break your way inside.

Finding the Bolster

Before you can awaken Mogu from his mysterious slumber, you'll need to locate the Bolster. When you arrive in Gramor, Mogu's family will ask you to help him, then they'll give you the Cowl. The Cowl will let you understand the people of Tunlan.

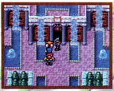


Talk to Mogu' s family in Gramor to receive the Cowl.

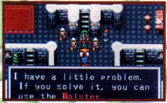


Return to the Town of Gust and find the Maestro Flute underneath the Flute Maker's bed.

Go to the Town of Gust and find the Maestro Flute under the Flute Maker's bed. If you have both the Flute and the Cowl, you will be able to speak with the musical people of Tunlan. Return to Tunlan and speak with the Old Woman in the castle on the north side of town.



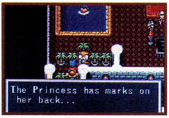
Enter the upper-most building in the town of Tunlan and speak with the Old Woman.



I have a little problem.
If you solve it, you can use the Bolster.

Reply "Yes" to her request then head upstairs.

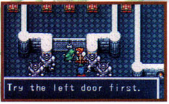
Place one of the female characters at the head of your party, then speak with one of the guards. The Princess will tell you that she will never give you the Time Key. When you return to the Old Woman, she will tell you about the marks on the Princess's back. Walk outside the castle and wait until nightfall. Enter the castle, go up to the guards, then walk right to the end of the hall. Walk down through the doorway, left to the stairs, then go upstairs. Continue to the left past the stairs and through the broken section of the wall. Walk up and stand behind the uppermost palm tree, then press the A Button to see the marks on the Princess's back.



The Princess has marks on her back...

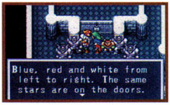
Hide behind the palm tree and take a peek at the Princess's back.

Go to the safe in the castle and talk to the Old Woman once again. Stand to the left of her, face the door and press the A Button, then stand to the right of her and press the A Button again. This will activate a long sequence of events, but when you regain control of your characters, you can enter the safe and find the Bolster.



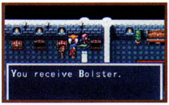
Try the left door first.

Go to the safe and talk to the Old Woman. Stand to the left of her and press the A Button.



Blue, red and white from left to right. The same stars are on the doors.

Now stand to the right of her and press the A Button again.

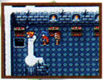


You receive Bolster.

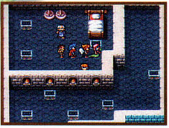
After you regain control of your characters, you can open the chests inside the safe to get the Bolster.

Finding Rod 5

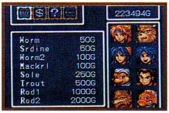
In order to locate the Dragon Equipment for your main hero, you must first locate the Rod 5. You can find the Rod in the Castle of Tunlan. Once you've gained access to the safe in the castle, walk in front of the chest on the far left. You'll fall into a hidden room where two people are walking around near a bed. Move the box that is directly below the bed, then search the area under the box by pressing A to find the Rod 5. Use the Rod to fish in wells throughout the overworld.



Walk in front of the chest on the left inside the safe, then fall into the secret room.



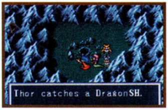
Move the chest that's below the bed, then press the A Button to search the area for Rod 5.



223494G

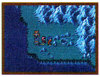
Worm 50G
Srdine 50G
Worm2 100G
Mackrl 100G
Sole 250G
Trout 500G
Rod1 1000G
Rod2 2000G

Stop by the Item Shop to buy some bait. You can't fish without it!

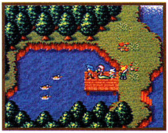


Thor catches a DragonSH.

Use Nina's flying ability to find the well in the mountains east of Gramor. Use Rod 5 to get the Dragon Shield.

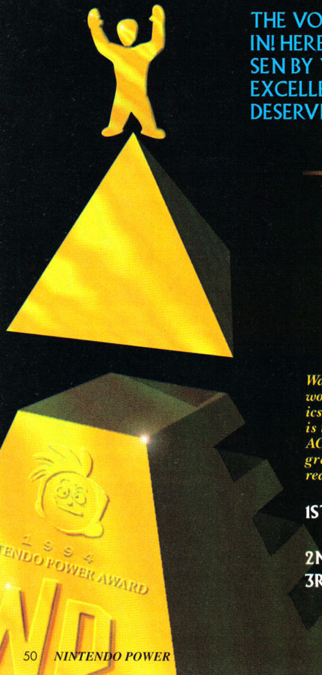


Exit the town of Arad and walk left to the water. Work your way south to find the Well where the Dragon Hat can be hooked.



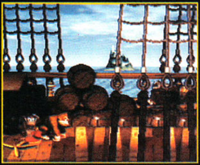
Fish off of the dock in the Town of Spring to find the Dragon Armor.

THE NINTENDO POWER AWARDS 1994 WINNERS



THE VOTES HAVE BEEN TALLIED, AND THE RESULTS ARE IN! HERE ARE ALL OF THE TOP GAMES FOR 1994 AS CHOSEN BY YOU, THE READERS. THERE WERE DOZENS OF EXCELLENT GAMES IN 1994, BUT ONLY A SELECT FEW DESERVE THE COVETED HONOR OF AN NP AWARD!

BEST GRAPHICS & SOUND



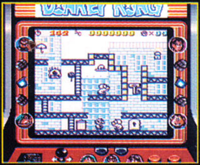
SUPER NES

Was there ever any doubt which game would win the award for best graphics and sound? Donkey Kong Country is the first title to fully utilize the ACM rendering technique, creating graphics with incredible depth and realism. The digital sound is great too!

1ST ....**DONKEY KONG COUNTRY**

2ND ..FINAL FANTASY III

3RD ..SUPER METROID



GAME BOY

Since Donkey Kong is the hottest thing on the Super NES, it is only natural that his popularity would spill over onto the Game Boy. Donkey Kong and Mario battle it out once again, in this awesome Game Boy hit!

1ST ....**DONKEY KONG**

2ND ..WARIO LAND: SUPER MARIO LAND 3

3RD ..CONTRA: THE ALIEN WARS

THEME & FUN

SUPER NES

Which Super NES game is the most fun to play? Well the race was close, but Donkey Kong Country came out on top. No matter how you voted, you can't lose with any of these great games.

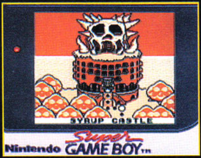
1ST ....DONKEY KONG COUNTRY

2ND ..EARTHWORM JIM

3RD ..SUPER METROID

GAME BOY

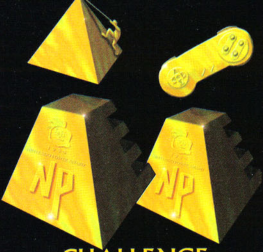
Wario's first solo adventure won the award for the Game Boy. Wario Land: Super Mario Land 3 offers players a classic Mario-like game from the viewpoint of the evil Wario. It has never been so much fun to be bad!



1ST ....WARIO LAND: SUPER MARIO LAND 3

2ND ..DONKEY KONG

3RD ..MEGA MAN V



CHALLENGE

SUPER NES

A challenging game is not only tough to finish, but it should keep a player's interest, so that they do finish! Final Fantasy III offers players hours of challenge that translates into fun!

Fight
SwdTech
Magic
Item
TERRA 945
GAU 850
LOCKE 1069
CYAN 1304

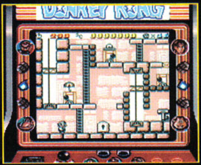
1ST ....FINAL FANTASY III

2ND ..SUPER METROID

3RD ..EARTHWORM JIM

GAME BOY

The arcade classic, Donkey Kong, went through a major overhaul when it was released for the Game Boy. With hundreds of new levels for Mario to master, it's no wonder that Donkey Kong won the prize for Best Game Boy Challenge!



1ST ....DONKEY KONG

2ND ..MEGA MAN V

3RD ..WARIO LAND: SUPER MARIO LAND 3

PLAY CONTROL

SUPER NES

While a game's graphics, sound and challenge are all important elements to consider, good play control is crucial for making a successful game. When you combine the incredible graphics of Donkey Kong Country with smooth play control, you know you've got a classic in the making.

1ST ....DONKEY KONG COUNTRY

2ND ..SUPER METROID

3RD ..MEGA MAN X2

GAME BOY

The play control of the Game Boy version of Mortal Kombat II makes it a strong adaptation for dedicated street fighting fans. When it comes to street fighting, play control is the key to a good game.

SCORPION 94 REPTILE
Nintendo Super GAME BOY™

1ST ....MORTAL KOMBAT II

2ND ..DONKEY KONG

3RD ..WARIO LAND: SUPER MARIO LAND 3

THE NINTENDO POWER AWARDS 1994 WINNERS

BEST EPIC

ANY NINTENDO SYSTEM

HadesGigas
Errand 2112
Brand 1715
Corina 2103

The Best Epic Award is new this year. This award offers role playing and adventure game fans a chance to vote for their favorite games!

1ST ....FINAL FANTASY III
2ND ..ILLUSION OF GAIA
3RD ..LORD OF THE RINGS

BEST TOURNAMENT FIGHTER

ANY NINTENDO SYSTEM

We gave the RPG fans a chance to vote, so it is only natural that the fighting game players got their chance as well!

1ST ....MORTAL KOMBAT II
2ND ..SUPER STREET FIGHTER II
3RD ..C2: JUDGMENT CLAY

BEST SPORTS GAME

ANY NINTENDO SYSTEM

MALONE
STOCKTON
MILLER
TURBO
PRESS
NBA

Which sports game is the top game for 1994? It was a tough choice with so many great contests!

1ST ....NBA JAM
2ND ..KEN GRIFFEY JR. PRESENTS MLB
3RD ..MADDEN '95

BEST MULTI-PLAYER GAME

ANY NINTENDO SYSTEM

MALONE
STOCKTON
MILLER
TURBO
PRESS

Which game gave you and your friends the most fun for your buck? Here are the best multi-player games for 1994!

1ST ....NBA JAM
2ND ..SUPER BOMBERMAN 2
3RD ..UNIRACERS

BEST HERO

ANY NINTENDO SYSTEM

Who is the best hero for 1994? This year's top dog is Nintendo's top monkey, the mighty Donkey Kong himself!

1ST ....DONKEY KONG
2ND ..DIDDY KONG
3RD ..SAMUS ARAN

WORST VILLAIN

ANY NINTENDO SYSTEM

Kefka
TERRA 7179
SABIN 1228
CELES 8032
CYAN 9137

Who is the worst of the worst? Every game has its bad guys, but it takes a truly evil nature to win this award.

1ST ....KEFKA
2ND ..KING K. ROOL
3RD ..CARNAGE

BEST GOODIE

ANY NINTENDO SYSTEM

The Best Goodie Award goes to the most popular good guy that isn't quite the main hero of the games.

1ST ....INTERCEPTOR (FFIII)
2ND...RAMBI (DKC)
3RD...CRANKY KONG (DKC)

WORST BADDIE

ANY NINTENDO SYSTEM

As with the Best Goodie award, the Worst Baddie award goes to the most evil henchman. You need to be really bad to win this one!

1ST ....ROCKCROK (DKC)
2ND ..ULTROS (FFIII).
3RD ..SILVER SPACE PIRATE (SUPER METROID)

BEST ORIGINAL CHARACTER

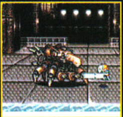
ANY NINTENDO SYSTEM

Only the characters that made their video game debut in '94 are eligible for this award.

1ST ....EARTHWORM JIM
2ND ..DIDDY KONG
3RD ..CRANKY KONG

COOLEST WEAPON OR ARMOR

ANY NINTENDO SYSTEM



Your run-of-the-mill hero uses a sword or a gun, but an exceptional hero defeats his enemies by exceptional means!

1ST ....**EDGAR'S CHAIN SAW** (FFIII)

2ND ..**JIM'S WHIP** (EARTHWORM JIM)

3RD ..**GRAPPLING BEAM** (SUPER METROID)

BEST SETTING OR STORY

ANY NINTENDO SYSTEM

Everyone loves a good story, and these are some of the best! This year the votes show that a great game usually tells a great story as well!

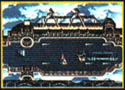
1ST ....**FINAL FANTASY III**

2ND ..**DONKEY KONG COUNTRY**

3RD ..**SUPER METROID**

COOLEST TRANSPORTATION

ANY NINTENDO SYSTEM



If you're going to go somewhere, you might as well go in style. These are the coolest rides in the video game world!

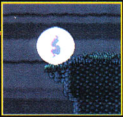
1ST ....**SETZER'S AIRSHIP** (FFIII)

2ND ..**JET BIKE** (EARTHWORM JIM)

3RD ..**FOREST SPEEDER** (SUPER RETURN OF THE JEDI)

BEST MOVE

ANY NINTENDO SYSTEM



The award for Best Move is presented to the game with the hottest character maneuver. While most of the nominees were fighting games, an action classic came out on top!

1ST....**THE CRYSTAL FLASH** (SUPER METROID)

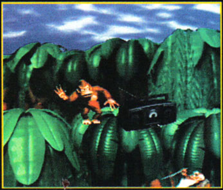
2ND..**THE NASAL BURST** (MKII)

3RD ..**THE HELICOPTER JAM** (NBA JAM)

BEST OVER-ALL

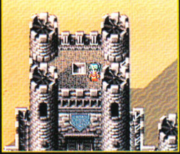
ANY NINTENDO SYSTEM

1ST...DONKEY KONG COUNTRY



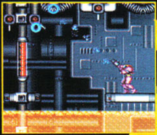
The top banana for 1994 is Donkey Kong Country! Donkey Kong went through a major make-over thanks to the ACM rendering technique, and stunned the video game world. This game is hard to beat!

2ND... FINAL FANTASY III



While the graphics were not rendered like Donkey Kong Country, Final Fantasy III was just as beautiful! Great graphics, an incredible soundtrack and a classic story line help make this the best RPG of all time!

3RD... SUPER METROID



Samus is back! While Metroid and Metroid II were great games, they didn't even come close to the complexity of Super Metroid! It is definitely hard to put this game down.

1994
NINTENDO POWER AWARD
NP

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Schwarzenegger True Lies™

A James Cameron Film

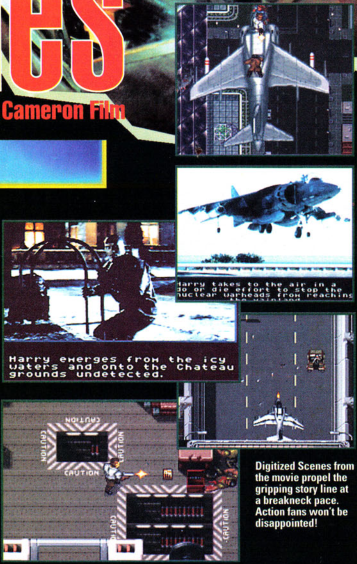
A DOUBLE LIFE

Welcome to the Omega Sector–the last line of defense in the Free World. Mild mannered computer salesmen Harry Tasker and Albert "Gib" Gibson lead a double life as secret agents.

Abu Aziz, the leader of the terrorist group Crimson Jihad, has stolen several nuclear warheads from the former Soviet Republic of Kazakhstan. When Aziz and his fanatical group threaten to systematically detonate the weapons in cities around the world, Harry and Gib are the only people that stand between Aziz and total nuclear chaos.

Guide Harry as he engages Aziz's army on the ground and in the air.

This 16-megabit, password-backed thriller from LJN provides action game fans with ten levels of nail biting drama. The story line is so large and detailed that this month's issue only has room to review the first three levels. This game is rated for players ages thirteen to adult.



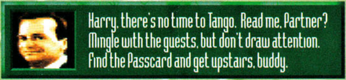
Harry takes to the air in a
do or die effort to stop the
nuclear warheads from reaching

Harry emerges from the icy
waters and onto the Chateau
grounds undetected.

Digitized Scenes from the movie propel the gripping story line at a breakneck pace. Action fans won't be disappointed!

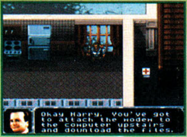
PARTY IN THE CHATEAU

The Chateau of Jamal Khaled is full of the rich and infamous. Harry has infiltrated the party and now needs to download the terrorist secrets he has learned from a computer upstairs.



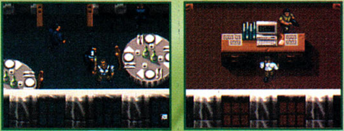
Harry, there's no time to Tango. Read me, Partner? Mingle with the guests, but don't draw attention. Find the Passcard and get upstairs, buddy.

Party crashers are shot here, so keep a low profile. The sentries wearing blue suits fire only if fired upon. All of the other guards are trained to shoot first and ask questions after the target stops moving. Gather extra ammunition and firepower by exploring all of the rooms in this huge mansion.



Okay Harry. You've got to attach the modem to the computer upstairs and download the files.

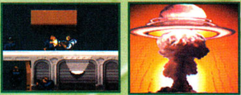
Armed with a handgun and his wits, Harry begins his mission in the bustling kitchen.



Schmooze with guests on the main floor long enough to locate the computer Passcard and extra firepower. Be sure to visit every table.

THREE STRIKES YOU'RE OUT

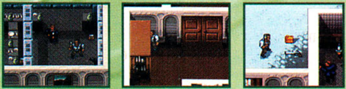
While Omega Sector endorses terrorist disposal, it does not tolerate injuries to innocent bystanders. Bad aim can end the mission and alter the Free World.



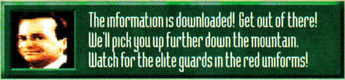
If you drop three guests, both your mission and the world will be history.

PACK A BIG PUNCH

The terrorists have hidden weapons, first aid kits and bonus lives in nearly every stage of the game. Be sure to explore all of the nooks, and check all of the walls and furniture for secret passageways.

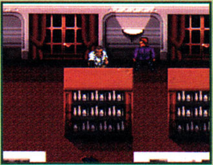


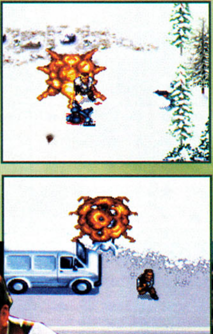
See what's cooking: an Uzi Omelette in the kitchen! Check behind the bookcases for access to secret areas.



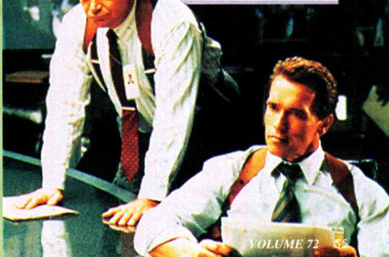
The information is downloaded! Get out of there! We'll pick you up further down the mountain. Watch for the elite guards in the red uniforms!

Once the computer information has been downloaded, Harry must escape from the Chateau. Unfortunately, the guards have been alerted to the agent's presence. Head for the exit, and pick up any hidden bonus items along the escape route. Find a bonus life by shooting at a concealed explosive behind a bookcase, then walk into the bookcase after the device has been detonated. Harry will meet up with Gib in the van after a sprint through a terrorist-filled forest. Using the Diving Shoulder Roll, Harry can turn into a target that's too small to hit.



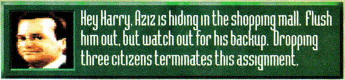


Blood in the snow! Just make sure it's not Harry's type. Duck and roll through the forest as quickly as possible.



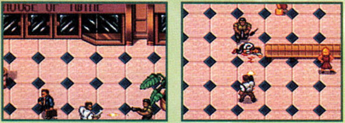
SHOPPING FOR AZIZ

This busy mall is full of tourists taking pictures, businessmen talking on cellular phones, and elderly ladies out for a day of shopping. Oh yeah, there are a few terrorists here too. While some civilians duck, most don't have a clue about how to react in a firefight. Watch your line of fire.



Hey Harry. Aziz is hiding in the shopping mall. Flush him out, but watch out for his backup. Dropping three citizens terminates this assignment.

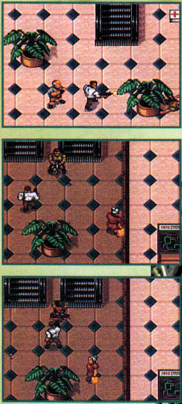
Terrorists hide behind potted plants and innocent bystanders throughout the mall. Close in and fire fast. Watch your supply of pistol ammunition and seek cover while reloading. The shotgun is on the second floor.



Human shields are in plentiful supply for these cowardly gunners. Arnold Schwarznegger never injured a bystander—you shouldn't either.

CONTROL YOUR HEAT

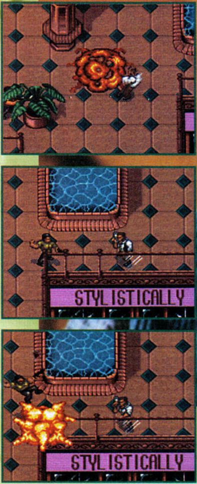
The Lock button allows Harry to face one direction while moving in another. This function is vital in run-and-shoot situations when Harry does not have time to turn around. Check your controller configuration on the option screen to determine the Lock button location. This feature is great for lining up diagonal shots that require split second timing.



Holding down the Lock button allows Harry to face his target while in motion.

SHOOT WHEN THEY'RE PULLING THE PIN

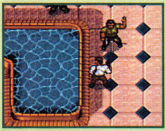
Intelligence sources have determined that a few terrorists on the shopping mall's upper concourse are equipped with live grenades, and they're threatening national security and the lives of hundreds of innocent shoppers. The explosive power of the charges will wipe out Harry in seconds. To survive, Harry must keep moving and wait to shoot until the bad guy pulls the pin on each grenade. Split second timing and excellent marksmanship can bump the grenade from the terrorist's hands.



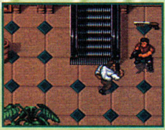
A well-timed shot can knock a terrorist off balance, making him accidentally drop a grenade at his feet.

RED OR GREEN, THEY'RE ALL MEAN

Note the shirt each opponent is wearing. Red-shirted terrorists are well trained and require more shots to take out than green-shirted opponents do. Plan your attack according to the strength of the opposition.



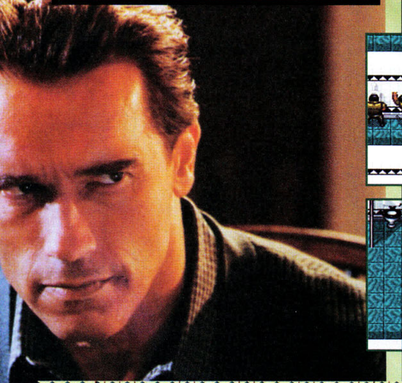
This green-shirted rookie won't last long under fire. Select your pistol and drop him.



A gun fight with a red-shirted veteran can be costly. Select your Uzi and get it over with fast.

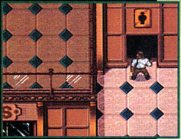
SURVIVAL KEY

FIRST AID	Each kit restores half of the life bar.
EXTRA LIFE	It's the most prized item in the game.
GRENADES	One blast eliminates most enemies.
SHOTGUN	The shotgun is devastating at short range.
SHELLS	Harry can carry a maximum of 99 shells.
UZI	The Uzi spews lead at the highest rate.
UZICLIP	Each clip contains fifty lethal slugs.

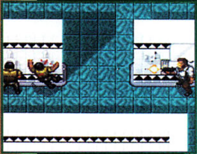


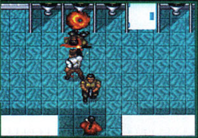
HEAD TRIP

Harry has scoured the entire mall except for this isolated restroom. Destroy the stall doors to prevent unlimited bad guys from using the facilities. Duck and roll away from the boss, and return fire only when it's safe. Keep moving at all times.

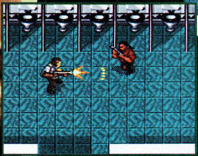


Visiting the restroom is in the call of nature, er, duty.

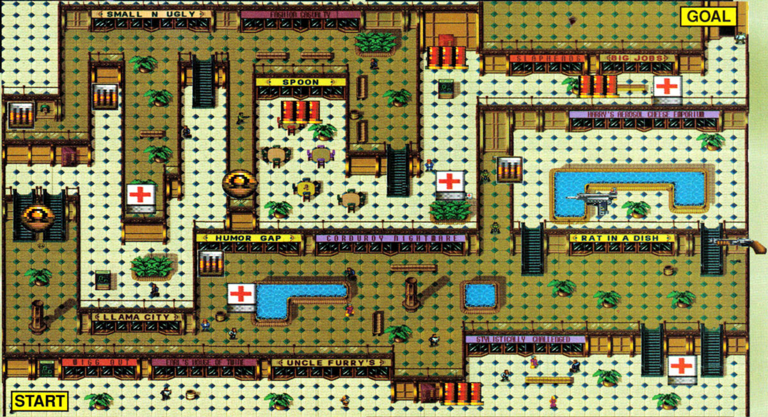




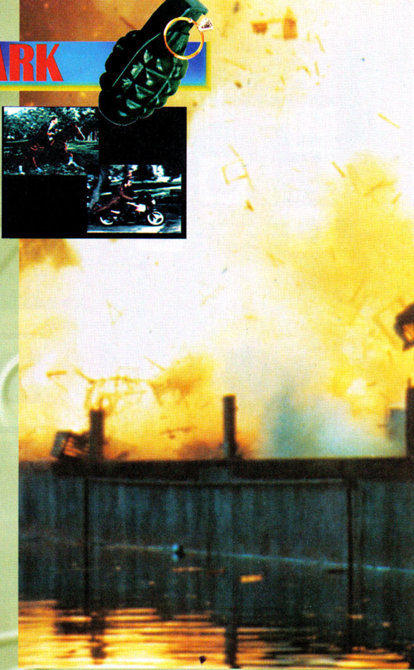
How many terrorists fit into a bathroom stall? Blast all of the doors off and find out.



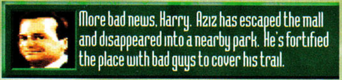
This shotgun toting boss is one mean dude! Use the Diving Shoulder Roll and come up shooting.


SMALL N UGLY
FASHION CASUAL TV
GOAL
SPOON
SLAPHEADS
BIG JOBS
HARRY'S AEROSOL CHEESE EMPORIUM
HUMOR GAP
CORDUROY NIGHTMARE
RAT IN A DISH
LLAMA CITY
STYLISTICALLY CHALLENGED
WIGG OUT
EARL'S HOUSE OF TWINE
UNCLE FURRY'S
START

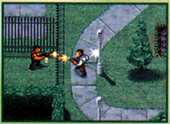
NO WALK IN THE PARK

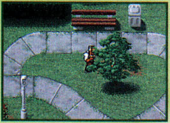


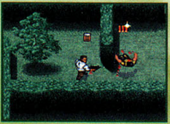
This park is crawling with terrorists. Look behind all of the trees—the foliage can conceal both hidden items and bad guys. Harry needs to reach the northeast exit by finding a series of concealed gate keys. Save your grenades for the deadliest opponents.



More bad news, Harry. Aziz has escaped the mall and disappeared into a nearby park. He's fortified the place with bad guys to cover his trail.





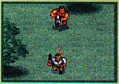


While the park is filled with the opposition, there are some good cover areas Harry can use as protection. Hide behind statues, trees, and even lamp posts. Use the hedge corners as cover while watching the shooting patterns of the bad guys. When possible, take out the enemy from a distance. Walk along each hedge barrier and conduct reconnaissance checks of other enemy locations in the park. Shoot at anything strange behind a bush—all of the civilians at this level are in open areas.

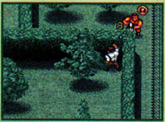
Watch the shooting patterns of your opponents—especially the ones that fire and duck. Time your shots to meet the bad guy's next move.

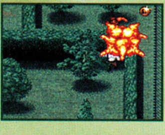
RAMBO WANNABES!

Aziz has called in the heavy artillery. This park has a few pumped-up nasties carrying monstrous machine guns. The firepower laid down by these gunners is too much to handle in a high noon showdown, but one well placed grenade can ruin their day. Run ahead of these baddies and duck behind the nearest hedge. These guys are smart enough to figure out how to get around hedges, so don't waste time teasing them, toss them a surprise.



Sprint for cover when you see this heavy gunner coming.

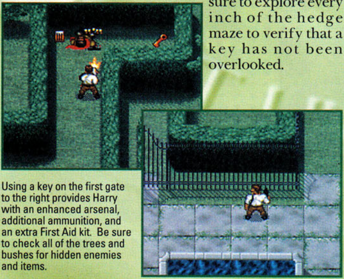




Grenades are the only weapon that can destroy enemies hiding on the other side of hedges.

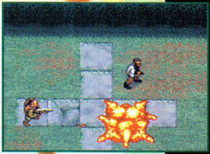
ONE KEY TO A GATE

The wily Aziz ordered all of the gates along his escape route to be locked and guarded. Besides dodging and eliminating hordes of terrorists, Harry must recover each of the bronze gate keys concealed in the park. Be sure to explore every inch of the hedge maze to verify that a key has not been overlooked.



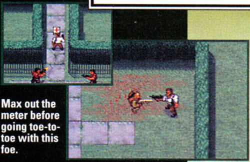
Using a key on the first gate to the right provides Harry with an enhanced arsenal, additional ammunition, and an extra First Aid kit. Be sure to check all of the trees and bushes for hidden enemies and items.

BIG BULLY

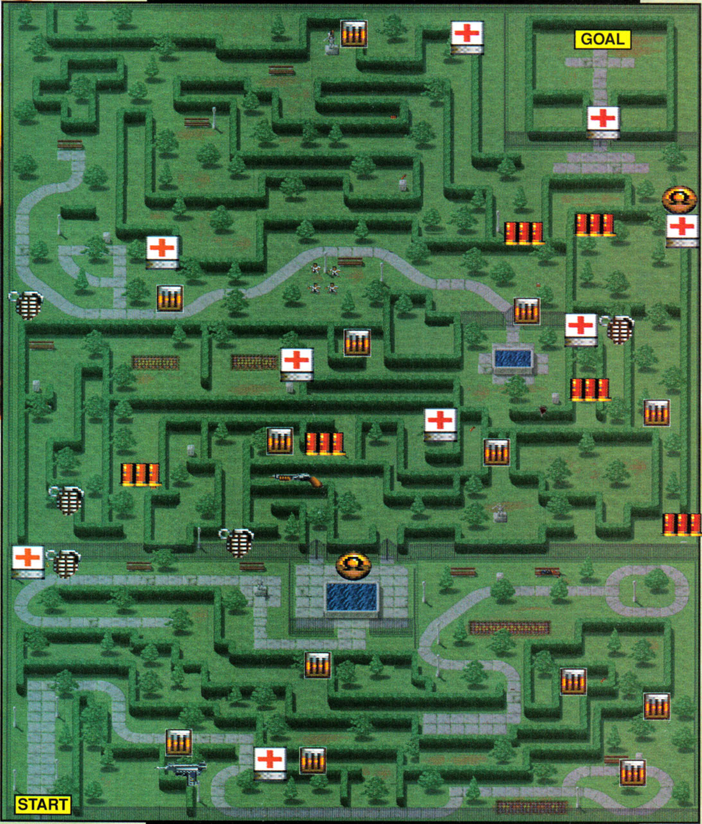


This boss has a machine gun AND a grenade launcher! Duck and dive to avoid the continual fire produced by this monster! Roll and shoot from a distance or Harry will end up as damaged goods. Just hope that you don't run out of lives before this bad guy does!

Stay clear of the explosive blasts delivered by the grenade launcher.



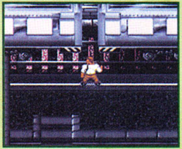
Max out the meter before going toe-to-toe with this foe.



DARK SUBWAY

Searing steam vents, mines, explosive boxes, flamethrowers and suicidal bombers are just a few of the deadly obstacles waiting for Harry Tasker in the underground subway. Intelligence sources suspect that Crimson Jihad has set up a headquarters here. Harry must locate the base and eliminate the terrorist's resources.

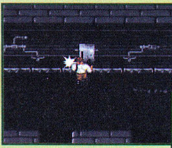
The stronghold is on the wrong side of the tracks. You need to redirect commuter train traffic to break into the headquarters.



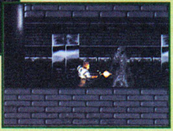
Harry has infiltrated a dangerous terrorist stronghold. Thankfully, the noise of the passing trains conceals much of the gunfire and he is able to maintain some element of surprise. Lure guards into stepping on their own anti-personnel mines.

SWITCH THE TRACKS!

Harry cannot reach the rest of the hideout until he finds a switch that reroutes the moving subway cars. Further searching turns up the signal switch box, but the handle to turn the switch has been removed. Could this be a set up? Our favorite Omega agent needs to explore further in the maze, blasting away barricades and dodging flamethrowers. There are some hidden alcoves along the train tracks. Does Harry have enough time to run and dodge a speeding train?



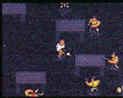
Harry found the box to reroute the train, but the handle to the box is missing. Find the second hideout entrance.



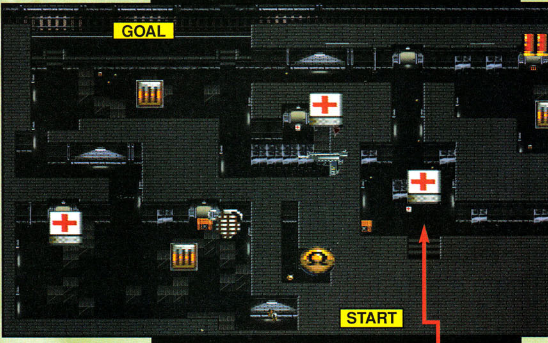
This phony concrete barricade blocks Harry's path. Keep shooting at it to blow it away.

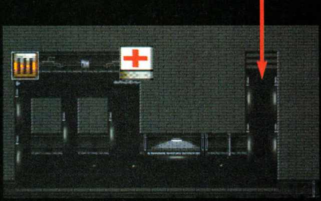
END OF THE LINE!

The heart of the terrorist stronghold contains four computers. Harry must destroy them as quickly as possible, but terrorists pouring from a door at the top of the room are determined to halt his efforts.



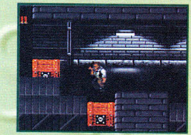
Oops! An ambush! Retreat and systematically eliminate one guard at a time.



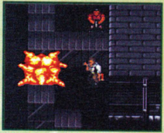


BOMB IN A BOX!

The catacombs in this dark maze are blocked by large crates filled with explosives. Detonating the crates can open secret doors or defeat enemies.



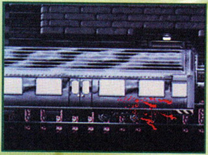
These explosive crates won't budge, but a single bullet will vaporize them.



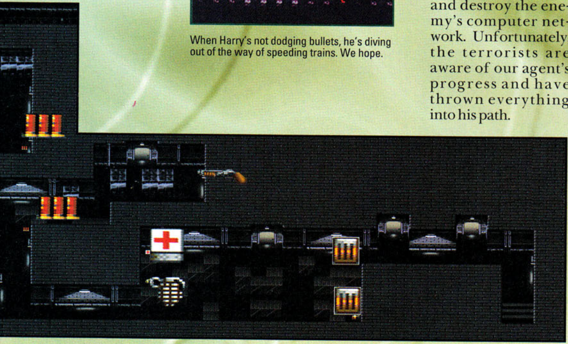
Stand clear of the blast when the crate goes up.

WATCH OUT FOR THE 12:05!

With all of the exits covered, there's one last area Harry has not explored: the region along the tracks. Dodge for cover in the alcoves along the railway. Don't wait for the horn or you'll be too late! Add speed to Harry's progress by using the diving shoulder roll. All aboard!

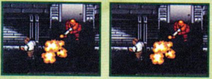


When Harry's not dodging bullets, he's diving out of the way of speeding trains. We hope.

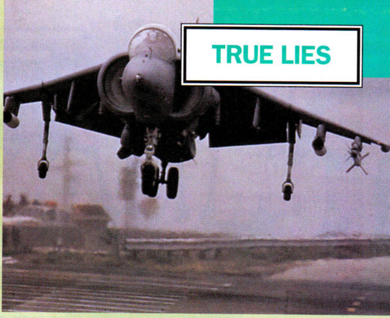


HOT TAMALE!

If you look in the shadows of this labyrinth, you'll find the glowing pilot lights of lethal flamethrowers. Take these foes out from a distance or shoot and dodge the explosive searing heat. Grenades also work well against this opponent.

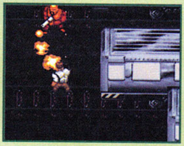


Anyone smell gasoline? Shoot and get out fast—slowpokes are instantly incinerated.

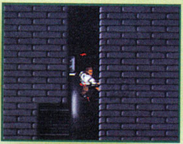


GET A HANDLE ON THINGS!

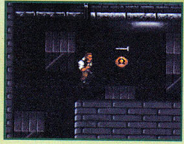
Harry's adventure dodging the subway trains has led him directly into the heart of the terrorist headquarters. If he finds the subway handle, he can switch the tracks and destroy the enemy's computer network. Unfortunately, the terrorists are aware of our agent's progress and have thrown everything into his path.



Yeow! Take this guy out before he gives you a hot foot!



Secret passageways abound here. Shoot at the walls to find them.



Harry found the Handle for the switch box! Use it and clean out this place!

THE PLOT THICKENS

Harry's mission is far from over. Harry must complete seven more stages before he can confront Aziz in the conclusion of this thriller.

THE FLINTSTONES®

YABBA DABBA DO IT

Based on the blockbuster movie, Ocean's 16-megabit, password-backed version of the Flintstones has it all, right down to Freds's trademark yell. Crank the Dolby Surround Sound as you chase Cliff Vanderclave through five massive prehistoric levels. WILMA!

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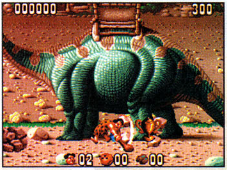
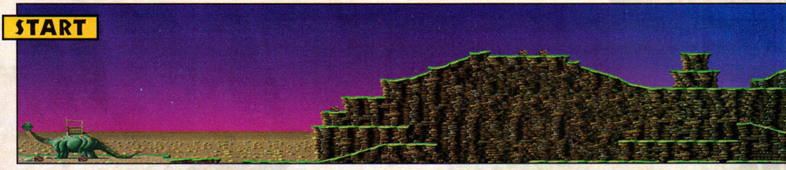
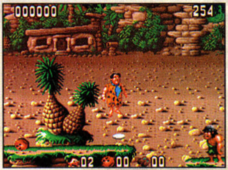
QUARRY 1



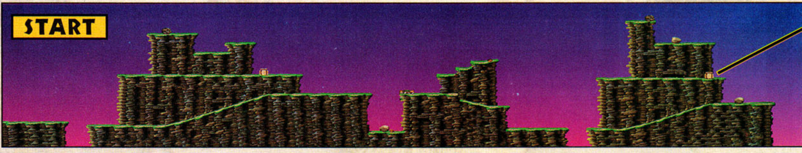
Everyone's favorite blue-collar caveman is back! The action begins in the rock quarry where Fred works, and things are heating up at quitting time. It's a race against the clock to grab as many gems as you can and get to the end of the stage. Besides the usual running and jumping, Fred can swing a club, throw rocks and roll bowling balls to defeat enemies.



QUARRY 2



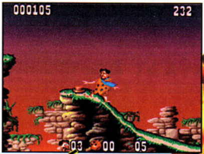
This stage is similar to the first, but the maze of paths is a bit more complicated. Remember that a switch will open up the next area. If you can't move on, chances are you've missed a switch somewhere. Climbing up on things can be a bit tricky--you must press the jump button in the middle of a leap to grab a ledge-- so beating the clock won't be easy.



CLIFF: HA HA HA
OOPS! ARGH!!!

BREAKING GROUND

Leaping frogs and other quarry workers will get in your way. Break rocks with the club to find items, including extra time and more gems, and keep an eye out for switches to press.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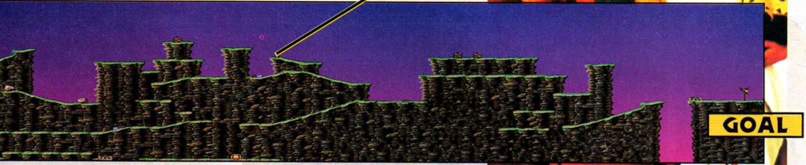
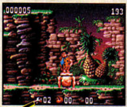
Step on the switches to open the path to the end.



SPRING INTO ACTION

If you jump on the box when the boar runs at you, he'll catapult you up to the ledge.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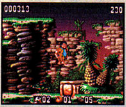
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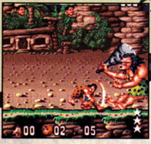
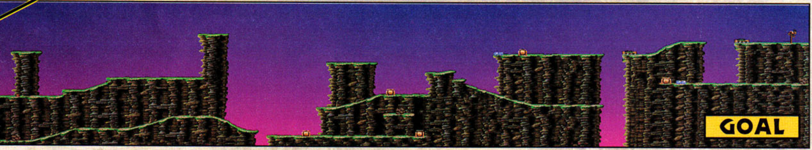
PREHISTORIC PUNK

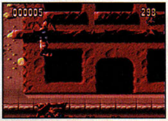
He doesn't walk softly, but he carries a REALLY big stick! The quarry foreman is tough but slow, so just back him into a corner and swing as fast as you can.





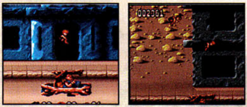
BED ROCK 1

Fred's crooked boss, Cliff, has arranged to have Pebbles and Bam-Bam kidnapped. They've been carried off by Cliff's pet pterodactyl, which is going to drop them over the city, and it's up to Fred to rescue them. Courtesy of Fred's two feet, you can maneuver the car back and forth under the kids as they fall, and they'll bounce off the canopy like a trampoline.



BOUNCING BABIES

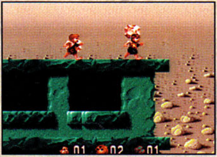
The kids will bounce so high that you'll lose sight of Fred's car. It always lines up with the numbers at the bottom of the screen, so use them as a guide.



Both kids get into the act, and they don't always fall towards the same spot.

ROOFTOP RUN

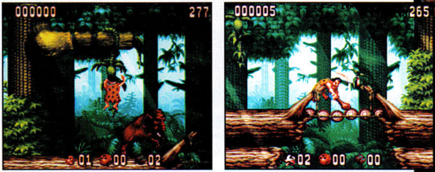
Pebbles and Bam-Bam will sometimes run across a roof and pick up some gems. They move at different speeds, so keep an eye on whoever is out in front.



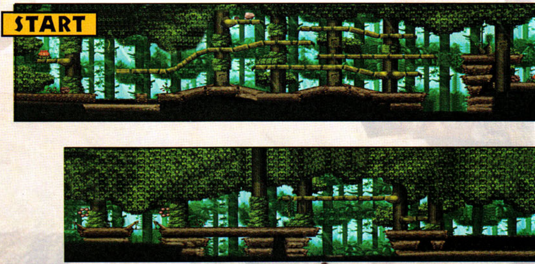
Be ready to catch Pebbles first, but don't forget to go back for Bam-Bam!

JUNGLE 1

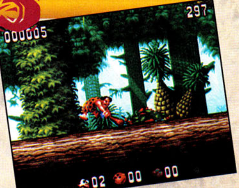
Fred is no King of the Jungle, but he takes to the trees to save Barney. Like Tarzan, you need to climb vines to escape enemies or advance further. You'll often hear boars or mammoths (how did they get up there?) before they appear.



Besides the vines, look for other tricks to getting through. Things like this bird, which you hit to make a bridge appear, may look like part of the background.



JUNGLE 3



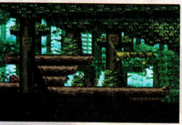
You're finally close to finding your pal, but the trees are thick with enemies. Keep moving to the right. Some vines will lead you down from the branch you're standing on, but you won't be able to see what's below you. Be prepared to maneuver left or right as you drop.

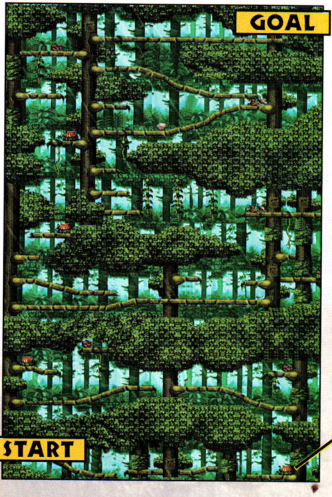
These boars will stop at nothing to get where they're going!

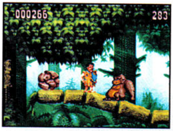
BEDROCK DRIVE-IN

JUNGLE 2

Now it's time to move up in the world, but it won't be easy with all sorts of things falling on top of you. Gorillas drop from the branches above, but you'll often see a few leaves fall before they leap.



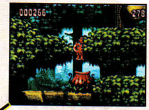




You can clobber the gorillas with your club, but it's just as well to avoid them.

SPIT UP

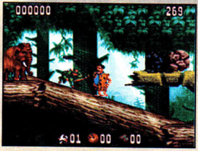
At a dead end? Jump into these plants for a quick trip to the next branch.



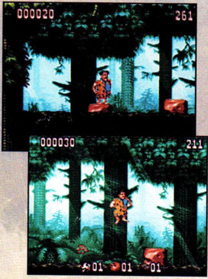
Fred gets rejected. Maybe a bronto burger would be more to their liking?

TREETOP TERROR

It may be wiser to let the animals chasing you run right past. When they do, you won't have to worry about them breathing down your neck. You'll eventually come across a tar pit. As you jump onto each stepping stone, the next one will appear.



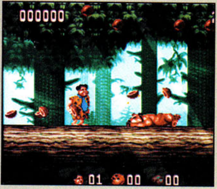
Some enemies won't chase after you, so you may be able to avoid them altogether.



You usually go forward, but sometimes you must backtrack. Hop from stone to stone until the path opens.

COCONUT CAPERS

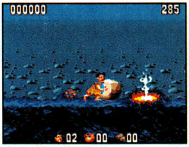
This cat is caught in a tree, and he's not too happy about it! Whack the log you're standing on to make the coconuts fall onto his head.



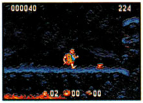
There's no pattern to his running, so be ready for anything!

VOLCANO 1

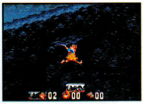
Barney is safe now, but Cliff challenges Fred to follow him to the local volcano. There are few enemies to worry about, but there are challenges aplenty with steaming lava pits and flying fireballs everywhere!



Roll boulders onto the smaller lava pits to avoid getting scorched as you jump over them.



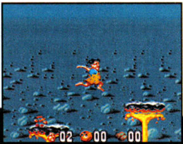
It's back to looking for switches. Search every path.



If you hit all the switches, you'll be able to move on.

FRIED FLINTSTONE

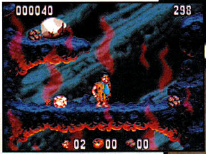
There's a lot of jumping and climbing in this stage, and unlike other areas, most of the falls will flatten you completely. Take the time to gauge your jumps carefully, especially when leaping across stones that appear and disappear in patterns.



One false move, and Fred will be fricasseed for sure!

VOLCANO 2

This is another vertical stage, where you're looking more at going up than to the left or right. Instead of vines, there are chains to climb, and you'll also come across moving platforms that run back and forth over deep chasms. Once again you'll have to backtrack from time to time, but usually not very far.

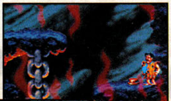


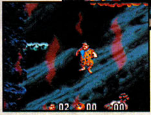
Push the boulder to the right to jump to the ledge.

HIGH TIDE

You could take your time in the last stage, but not here. You won't notice it at first, but the lava is slowly rising, and it will rise faster as you go up. Luckily, the path doesn't wander too far, so it won't be tough to find the switches. The jumps can be challenging, though, and with some of the moving platforms, you may not see the next stone at first. You may have to make a few leaps of faith!

Jump from the chain to the switch, then over to the upper left platform.

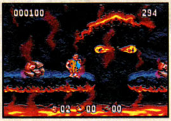


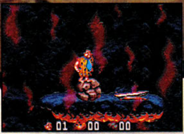


Look for boulders or any other ways to get a boost up.

VOLCANO 3

The volcano is finally blowing its top, and Fred finds himself caught between a rock and a hot place! How did Cliff manage to get out of this predicament?

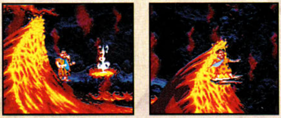




Look hard for this surfboard. It's your ticket out of this mess!

SURF'S UP!

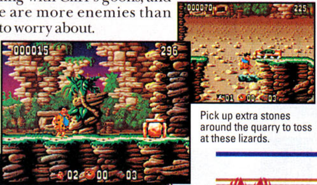
Look for a surfboard near the starting point and jump onto it immediately. A flood of lava will sweep you off to the right. You'll be able to steer up and down the wave, avoiding obstacles and picking up gems as you go, but you can still fall or get knocked off.



Be sure to jump onto the board, and not just walk in front of it. Otherwise, you'll get wiped out for sure!

MACHINE 1

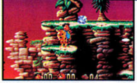
Fred has made it back to the quarry safely, but Cliff has gotten there ahead of him. Wilma has become his latest hostage, and Fred must go her rescue! The quarry is crawling with Cliff's goons, and there are more enemies than ever to worry about.



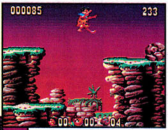
Pick up extra stones around the quarry to toss at these lizards.

THE HIGH ROAD

There are a lot more gems along the upper paths than down below, and you may be able to avoid some of the enemies that way. Try to make the long jumps between the high platforms.

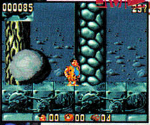


The going might be easier for you along the top path.



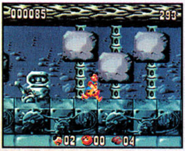
Run and jump! If you fall short, try to grab at the ledge.

MACHINE 2



A boulder will crash down if you stand too long in one spot.

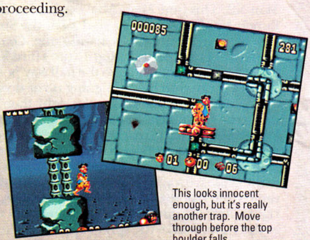
You're now stuck inside Cliff's cave-making machine, and the trick is not to get turned into somebody's front door! There are a lot of things that will crush, squish or pulverize you, so you'd best be patient and look for their patterns before proceeding.



Don't leap before you look, or these tumblers will really ruin your day!

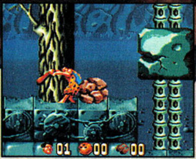
SABOTAGE!

As you get further and further into the machine, the workings will become more and more complex. In the conveyor belt maze, you must throw rocks at the buttons to open up new lengths of track. Avoid the whirling blades by ducking under and jumping over them.



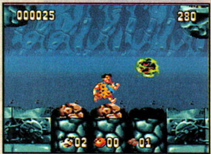
This looks innocent enough, but it's really another trap. Move through before the top boulder falls.

MACHINE 3



Crack open the rocks at the beginning of the stage and grab whatever items and gems you can find.

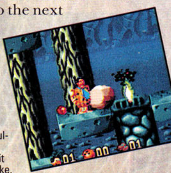
You're nearly at the heart of Cliff's machine, but he's not about to give up yet! He's thrown it into high gear, and it will take all your skill to complete the stage before the timer runs out. Will you be a hero, or will Bedrock be buried under a ton of cement? Get going, Flintstone!



These boulders turn into green lava, but for once, don't stop to check the pattern. Go!

FIRE HAZARD

When the flame turns to smoke, push the boulder past it, then use the boulder to jump to the next ledge.



Push the boulder past the flame when it turns to smoke.

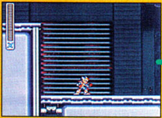
CLASSIFIED INFORMATION

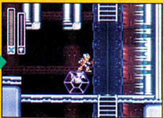
MEGA MAN X2

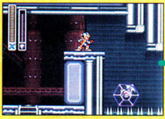
From Agent #483

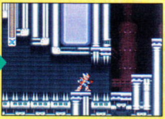
Mega Man Uppercut

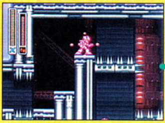
Those players who have played Mega Man X may remember the secret trick that allowed Mega Man to throw a fireball like Ken and Ryu's from Street Fighter II. The same agent who discovered that trick has found another Street Fighter II crossover in Mega Man X2. This time Mega Man can learn the Dragon Punch, but first you must find all of the Sub-Tanks and all of the Heart Tanks in the game. Once you've found all of the Power-Ups, go to the Third X-Hunter Stage and work your way to the halfway point. Here you are given the choice of going up or down. Lure one of the bats in this area to the right, then freeze it using the Crystal Hunter while it's under the upper ladder. Use the bat to reach the ladder, then work your way to the right and destroy the shield robot. Stand where the robot was and freeze the bat that is attached to the ceiling, dropping it to the spikes below. Jump to the frozen bat, then to the narrow platform on the right. Climb the stairway to the top and work your way to the right, where the spikes appear in the ceiling. Charge the Flame Burner all the way, jump up and release the button. When the flame stops, you'll drop to the spikes unharmed. You'll need to Mid-Air Dash as soon as possible and land on the small platform on the left side of the room. Now, if you slide down the left wall while holding Left on the Control Pad, you'll fall into a secret room. Inside you'll receive the Dragon Punch power from Dr. Light.

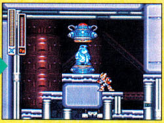

After you locate all of the Sub-Tanks and Heart Tanks, go to the Third X-Hunter Stage.


Work your way to the halfway point and use a bat to reach the upper ladder.


After you destroy the Shield Robot, stand where it was and freeze the bat that is hanging from the ceiling.


Jump from the frozen bat and work your way up the stairs and to the right.


Charge up the Speed Burner, jump up then release the button.

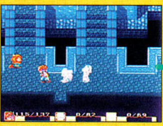

Mid-Air Dash to the left, slide down the left wall and find Dr. Light in the secret room.

SECRET of MANA

From Agent #687

Quick End

If you find yourself stuck in Secret of Mana, you can quickly restart the game with this simple trick. Hold the L, R and Select Buttons on Controller I, then press Start. The game will reset, and you can restart the game from where you last saved. This code may not seem like much, but it can save you the trip to the Reset Button.


If you find yourself stuck while playing Secret of Mana, try this quick code.

SECRET of MANA

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LICENSED BY NINTENDO

Hold L, R, Select on Controller I, then press Start to reset the game.

EARTHWORM JIM

From Agent #910

Worm Cheats

Although we've already printed several codes for Earthworm Jim, players keep finding more! If you need some extra assistance after you've already started playing, you can enter any of these special codes while the game is paused. After you correctly enter the code of your choice, continue playing with your new-found gear!

While the game is paused, press A, A, B and L together, A, A, X, B and L together, then X.

When you resume playing, you'll have eight Plasma Shots in reserve!

Pause the game, then press A, B, A, B, X, Y, X, then Y.

Entering this code correctly will give one extra Continue.

Pause the game, then press A, B, B and L together, B, X, A, X and X.

Running out of ammo will never be a problem again!

Press Start to pause the game, then press B, B, X, X and Y together, A, A, A, then A.

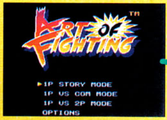
When you enter this code correctly, you receive one Extra Life in reserve!

ART OF FIGHTING

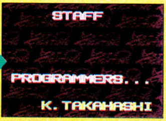
From Agent #991

End Credits

If you don't feel like putting in all of the work in order to see the end of the game, you can use this trick to skip straight to the credits. Begin a new game and select the Story Mode. When the action begins, press the Select Button to pause the game, then press Up, X, Left, Y, Down, B, Right, A, L and Y on Controller I. When you resume playing, the game will skip directly to the ending credits of the game.



Begin playing a new game and select the Story Mode.



Press Select to pause the game then enter the code to skip to the credits.

BRUTAL

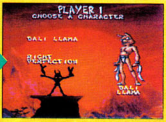
From Agent #202

Dali Llama

All respectable fighting games should have a boss code, and Brutal is no exception! If you want to try your hand as the powerful and wise Dali Llama, wait until the Title Screen appears, then quickly press X, A, B, A, Left and A on Controller I. If you hear a tone after entering the code, you will be able to choose the Dali Llama when you begin playing.

BRUTAL
Paws of Fury

Wait until the Title Screen appears, then press X, A, B, A, Left and A.



Now you can fight as the all-powerful Dali Llama!

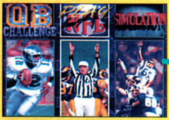
CLASSIFIED INFORMATION

FROM AGENT #233

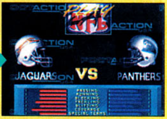
Hidden Team Codes

If playing through the season as a normal, run-of-the-mill, professional football team quickly bores you, then these codes should make your day! We have found several hidden teams in NFL Quarterback Club that can only be accessed using these secret codes. To use any of these codes, begin a new game and wait for the Main Menu to appear. Enter the code of your choice, then go to the NFL Play Mode and select a pre-season game. Scroll through the teams until you locate your special team, then start playing!

Jaguars and Panthers

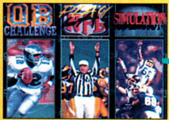

QB CHALLENGE
PLAY NFL
SIMULATION

At the Main Menu, press Up, Down, X, Y, Left, Up, B, A, Down and Y.

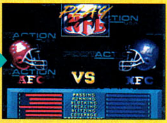

JAGUARS
VS
PANTHERS

When you play a pre-season game, you can play as the Jaguars or the Panthers.

AFC and NFC All-Pro Teams

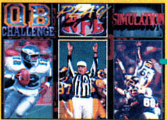

QB CHALLENGE
PLAY NFL
SIMULATION

At the Main Menu, press B, Up, Left, A, X, Right, Up, Right, Up and B.

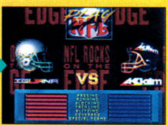


Now you can lead the AFC or NFC All-Pro Team in a pre-season game.

Acclaim and Iguana Teams


QB CHALLENGE
PLAY NFL
SIMULATION

When the Main Menu appears, press Y, A, X, Y, Down, B, Left, Y, Up and Right.


NFL ROCKS ON THE
IGUANA
VS
Acclaim

Choose either of the programmer teams then take to the field for a pre-season game!

FROM AGENT #309

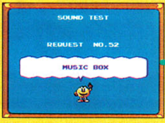
Cashing In

In order to build the awesome war machines of MechWarrior, you need to gather cash as fast as you can. Agent #309 has found a way to collect an extra million C-Bills with hardly any effort at all. First, start a new game and go to the GHQ and take the following four missions in this order: Riot Duty on Zhada, Riot Duty on Solaris, Assault on Quilon, and Siege on Dalview. If you complete all four missions without ever talking to Cearle, go to the Zero-Zero club and speak with Larmen Sholest to receive the C-Bills.

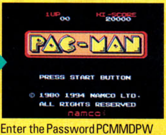
FROM AGENT #233

Pac-Codes

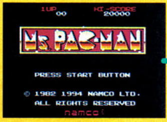
If you are a fan of either of the classic games Pac-Man or Ms. Pac-Man, check these codes out! Agent #233 has discovered a few secret passwords that will let you access several different secret game modes in Pac-Man 2: The New Adventures. When you begin a new game, enter any of the passwords listed below on the Continue Screen to automatically go to the one of the secret areas!


SOUND TEST
REQUEST NO.52
MUSIC BOX

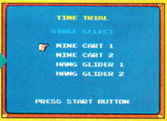
Enter the Password BGMRQST to go to the Sound Test.


1UP 00
HI-SCORE 20000
PAC-MAN
PRESS START BUTTON
© 1980 1994 NAMCO LTD.
ALL RIGHTS RESERVED
namco

Enter the Password PCMMDPW to play the original Pac-Man game.


1UP 00
HI-SCORE 20000
Ms.PAC-MAN
PRESS START BUTTON
© 1982 1994 NAMCO LTD.
ALL RIGHTS RESERVED
namco

The Password MSPCMND will let you play the Ms. Pac-Man game.


TIME TRIAL
STAGE SELECT
MINE CART 1
MINE CART 2
HANG GLIDER 1
HANG GLIDER 2
PRESS START BUTTON

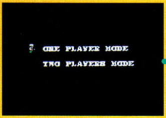
You can access the Time Trial Mode by entering the password TRLMDPW.

GUERRILLA WAR

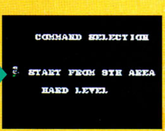
FROM AGENT #420

Secret Options Mode

If you want to change your game setup before heading into battle in Guerilla War, then try out this code. On the Player Select Screen, press Select, Start and the B Button simultaneously. When the Option Screen appears, press Up or Down to move between the options and press A to make the changes. When you are ready to begin playing, press the Start Button.


ONE PLAYER MODE
TWO PLAYERS MODE

Enter the code while you are on the Player Select Screen.


COMMAND SELECTION
START FROM 5TH AREA
HARD LEVEL

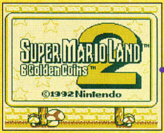
Change your options then press Start to begin playing.

SUPER MARIO LAND 2
6 Golden Coins™

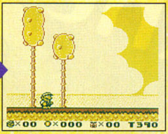
FROM AGENT #344

Demo Game

When the Title Screen appears on Super Mario Land 2—6 Golden Coins, hold Up, Select and the B Button in that order. Continue holding the buttons until the screen changes. You will go to the normal Demo Screen, only now you will be able to control Mario's actions. You'll only have 60 seconds to play, then the game will freeze up, requiring you to reset the game if you want to continue playing.


SUPER MARIO LAND 2
6 Golden Coins™
©1992 Nintendo

When the Title Screen appears, hold Up, Select, then the B Button.


×00 ×000 ×00 T390

When the screen changes, you'll be able to play the Demo Game.

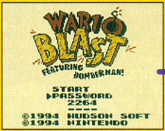
WARIO BLAST

FROM AGENT #484

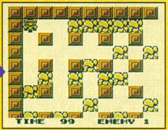
Super Bombers

Now you can start a One-Player Game of Wario Blast fully powered up with the help of these great passwords. Enter the password 2264 if you want to use Wario, or, the password 4622 if you prefer to play as the Bomberman. When the game begins, you'll start out on Level 1-1, but you'll have all of the Power-Ups that you normally earn throughout the game.

WARIO POWER-UP : 2264
BOMBERMAN POWER-UP : 4622


WARIO BLAST
FEATURING BOMBERMAN!
START
▶PASSWORD
2264
©1994 HUDSON SOFT
©1994 NINTENDO

Go to the Password Screen and enter either of the special passwords.


TIME 99 ENEMY 1

You'll begin the game on Level 1-1 with all of your special powers!

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, Wa.
98073-9733

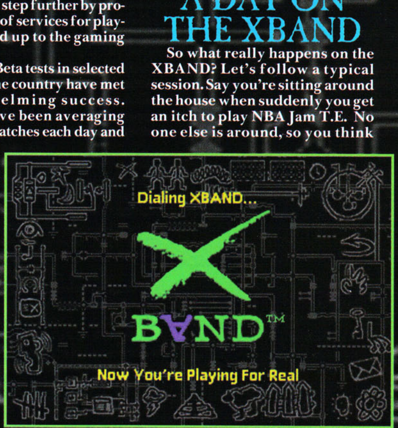
the X BAND ev

GAMING BECOMES AN EVENT

The first stirrings of a new order in video gaming arrived with the arcade phenomenon of Street Fighter II. Overnight, it seems, multi-player games became the hottest ticket in town. When Hudson Soft introduced the first multi-player adapter along with the Bomberman game, the stage was set for a full-blown revolution. Since then, many of the biggest Super NES hits have combined great game play with the competition factor: Mortal Kombat, NBA Jam, Super Street Fighter, MK II, Madden '95, NBA Live '95, and Ken Griffey Jr. Presents Major League Baseball. Multi-player action was clearly a hit, but it wasn't always practical to get players together in one place at one time. For those players who lived far from their gaming friends, the thrill of competition was not only impractical, it was impossible. For many gamers, the promise of multi-player action remained a hollow one at best.

Then along came a group of gaming groupies with a simple but elegant idea: they would build a game modem that would allow players to challenge opponents no matter where they were. The concept of connecting game machines over the phone was nothing new, but the people at Catapult Entertainment were determined to see their vision become a reality. Catapult took the whole process a step further by providing a wealth of services for players who hooked up to the gaming network.

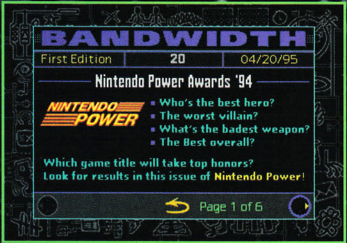
To date, the Beta tests in selected cities around the country have met with overwhelming success. XBANDers have been averaging three or four matches each day and they leave each other in excess of five messages per day. The volume of traffic on the embryonic network has exceeded all of Catapult's early projections. Even though the national launch of the XBAND is still a few months off, gamers in New York, Los Angeles, San Francisco, Atlanta and Dallas will be able to get an early taste during the Super NES XBAND Beta test this summer.



A DAY ON THE XBAND

So what really happens on the XBAND? Let's follow a typical session. Say you're sitting around the house when suddenly you get an itch to play NBA Jam T.E. No one else is around, so you think

olution


BANDWIDTH

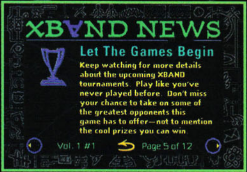
First Edition | 20 | 04/20/95

Nintendo Power Awards '94

- Who's the best hero?
- The worst villain?
- What's the badest weapon?
- The Best overall?

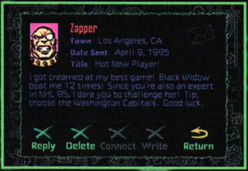
Which game title will take top honors?
Look for results in this issue of Nintendo Power!

"XBAND" and plug the XBand modem into your Super NES. Next, you pop your copy of NBA Jam T.E. into the modem. (The only other connection is for the modem, which has a line that plugs into any phone jack.) By turning on your Super NES, you automatically connect with the XBand Network and a cool menu comes up on your screen with music and animation. Now you have a choice of setting up a match, cruising through the stats to see how you stand on different games, reading your e-mail from XBANDers or anyone on the Internet, updating your player list of preferred opponents, checking out the XBAND News to learn about network events like contests and new games that are supported by the system, or reviewing your network file to see how many game credits you have left this month. Of course, you ignore all of that and bring up Bandwidth, the online magazine with daily news and tips from Nintendo Power. After checking out the news and being amazed by the graphics, you decide it's time to get some game action. You select the Challenge option and wait about a minute before an opponent comes on line. Since you restricted your playing area to your home town, you won't even have a long distance charge. The next screen shows your opponent's XBAND persona chosen from 40 characters—a grizzled bum with one eye and the ID name, Killer Elite. Finally, it's time for the match! You battle it out with all the moves just like in a regular NBA Jam T.E. game, one-on-one. When it's all over, you input a taunting parting line to the poor sap you thrashed. "Too bad you lost that eye, Killer." Then you're ready for match number two.


XBAND NEWS

Let The Games Begin

Keep watching for more details about the upcoming XBAND tournaments. Play like you've never played before. Don't miss your chance to take on some of the greatest opponents this game has to offer—not to mention the cool prizes you can win.


Zapper

Town: Los Angeles, CA

Date Sent: April 9, 1995

Title: Hot New Player!

I got creamed at my best game! Black Widow beat me 12 times! Since you're also an expert in NHL 95, I dare you to challenge her! Tip, choose the Washington Capitals. Good luck.

TECHNOLOGY TRANSFER

The Super NES XBAND makes use of a 2800 Baud rate modem with eight megabits of internal ROM and 64 K of RAM. When you call in to the XBAND network, the modem receives download signals from the network for updating text information. The sound and special graphics have all been preset in the ROM. The image of Diddy Kong and the logo for Nintendo Power are a permanent part of the XBAND's memory along with other logos and pictures, but the articles in Bandwidth are downloaded from the network computer. Animation routines that ripple text or make a logo fly across the screen can be easily downloaded since the routines don't take much memory. Sound and music takes more memory, so the four themes and dozens of sound effects have been stored in the ROM. When you want to play a game, the network downloads a set of commands to your modem's RAM chip. These commands act as a patch that interprets the signals from your Controller and from the signals received over the phone line from your opponent's Controller. The patch synchronizes the two games and sends Controller data with such speed that you'll never notice any slow down, even if you are playing someone who is thousands of miles away.

The XBAND also includes a SmartCard slot. This feature will make it possible to sell game session credits on collectible SmartCards that the system can read. It is also possible to update game information using a SmartCard if the original game is designed with this feature in mind. Looking down the road, Catapult is working on adding the capability for more than two players to join in during multi-player game sessions from separate points. The people at Catapult think it is just a matter of time before they put together a phone network that would allow a sort of game conference call.

LET THE GAMES BE PATCHED

CHI 1
SEA 0
BOT of the 1ST
P GOODWIN
#29 3.37
J. VALDEZ
.251 12hr

KEMP
TURBO
PAYTON
ARMSTRONG
TURBO
PIPPEN

26R
ASW 0:54
1st 15:04
ASW ASW
0 1

Catapult programmers have been busy creating patches for some of the most popular multi-player games on the market. The initial offering for the Super NES will include the following titles: NHL '95, Ken Griffey Jr. Presents Major League Baseball, Mortal Kombat II, NBA Jam Tournament Edition, Super Street Fighter II, Madden '95, NBA Live '95. Other probable early games will include Comanche and Bomberman. Future games may be created with patches already in place from the developers. In fact, Catapult has already delivered specs to many Super NES developers and some of them are already working on games that take the XBAND into account. One can imagine a time when special XBAND games might not just include two or four players, but full sports teams or a dozen adventure players in a single game. Beyond the Super NES, Catapult's next level of development is turning to the high end of gaming with the Nintendo Ultra 64. (Be sure to check this month's Pak Watch for the announcement of another mega hit that will appear only on the Super NES and will support the XBAND.)

1ST AND 10
34
40
50
30

THE COST OF XBANDING

The XBAND is priced around $50 in current test markets, but that price may drop during the national launch. The monthly network fee of $7.95 includes 32 game credits. Each credit, worth about a quarter, lets you play one match and download news from the network. Additional credits cost about 15 cents, but you can give yourself a monthly spending limit so you don't blow all your money on XBANDing.

XBANDers will also be able to plug in a full-size keyboard accessory some time in the not-so-distant future for between $30 and $40. The guys at Catapult already have keyboards for their systems, which can result in some pretty amazing message speeds in comparison to those who are using the cursor to type messages.

NINTENDO POWER SURGES ON BANDWIDTH

Nintendo Power on Bandwidth will give you the quickest game update online. Daily news items, tips and game reviews will keep you up-to-date on the latest news concerning you and the world of Super NES gaming. Our special focus, of course, will be on the XBAND and multi-player games. Power will be the only place where you can go head-to-head with the pros at Nintendo in specially scheduled Game Counselor Challenges. We'll also keep you informed and interactive with information on forming gaming clubs and fantasy sports leagues. We'll keep readers of Nintendo Power connected with news of online gaming and top scores on the XBAND. Power and XBAND will be the place to hang out starting this summer.

THE FACE OF THE XBAND

Joey Stocklein, formerly an interface designer for Apple Computer, an instrumental member in the development of the XBAND network, talked to Power about the XBAND. The first order of business for Joey and the Catapult team when they began the project back in April of 1994 was to recognize just what they were trying to create. "There were all these guys from Apple working on the project," Joey explained, "so we had to keep in mind that the XBAND was for gamers, not for computer users." At Apple, Joey developed next generation interfaces for the Macintosh, but there were limitations imposed by the traditions that have grown up around Macintosh and PC interfaces. "Here at Catapult, we were doing something no one had ever done before. We had to think about everything from the gaming perspective and create an interface that reflected that. One of the things we focused on was animation. You'd be surprised at how little animation you find on regular computer interfaces, but the XBAND has stuff flying all over the place, just like in a video game."

Joey's satisfaction with his XBAND baby is well deserved. The XBAND interface really comes alive. Users also come alive in new ways. Gamers make friends, join clubs, and play in tournaments all through the network interface. Over time, Catapult is confident that it can keep up with needed changes. "We can download what we need, when we need it," says Joey. "We've learned so much already from the feedback we get. It's incredible how much Xmail comes in every day." The Super NES XBAND has benefitted greatly from the feedback received from the original Genesis XBAND test, making the Super NES much more polished. Finally, Power asked Joey if he and his colleagues at Catapult log on and play the users. You bet. If you want to challenge Joey personally, set up a match with Buck Satan—his personal ID.

For XBAND questions call:

800-X4-XBAND

Super NES XBAND vs. Genesis XBAND

Here's another reason to pack up your old Genesis and put it in a dark, dusty closet where it belongs. The differences between the Super NES XBAND and Genesis XBAND are dramatic. The Super NES modem contains more RAM and ROM memory, resulting in far more and much better graphics. The amount of animation possible on the Super NES unit is greatly enhanced. And the sound, as you know, is far better on the Super NES. The best reason of all, of course, is that the best multi-player games are on the Super NES. Let's face it, with better graphics, sound and play control, the Super NES wins this head-to-head hands down.

SERVICE WITH A BLEEP

The network features of the XBAND cover most of the areas that you find in other computer online services like America Online and CompuServe. The interface, designed by Joey Stocklein at Catapult, uses a simple menu system that has been refined over months of testing. The graphics are fun but cool, and much more sophisticated than you might expect. Because graphics are already stored in the ROM, you won't have to suffer through long download times. It's fast, friendly and fun. The menu categories include Challenge, Player List, Mailbox, Stats, and Options. In the Challenge area, you're matched to a player whose experience level is close to your own. Select the Player List to compete against a friend or specific opponent. In the Mailbox, you can send and receive e-mail and read the online newspaper articles. The Stats category keeps track of your rank for each game you play on the XBAND. Under Options, review your account restrictions, phone and keyboard options and credit status. You can also create and change Player IDs—names, faces, and Passwords. Navigating through the menus is a simple matter of guiding a cursor with your Controller and pushing a Button to activate commands.

XBANDERS

Software Development Team

Konstantin Othmer

Chris Yerga

Josh Horwich

Joe Britt

Shannon Holland

Ted Cohn

Hardware Developer

Matt Hershenson

User Interface Developer

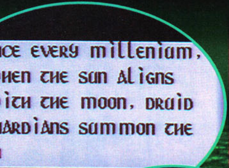
Joey Stocklein

Server Developer

Andy McFadden

THE REBIRTH

A shadow falls across the sun, turning bright day into murky twilight. A dog howls plaintively in the distance, as the wind blows just a bit colder. Are these merely odd happenings, or do they signal the rise of...the Warlock! While it may seem more suited to a Halloween release, Warlock will be welcomed by horror fans no matter the season. Most action games involve familiar fantasy and sci-fi themes, so Warlock's "thriller" atmosphere is a breath of fresh, chilly air.



CE EVERY MILLENIUM,
HEN THE SUN ALIGNS
ITH THE MOON, DRUID
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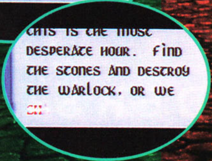
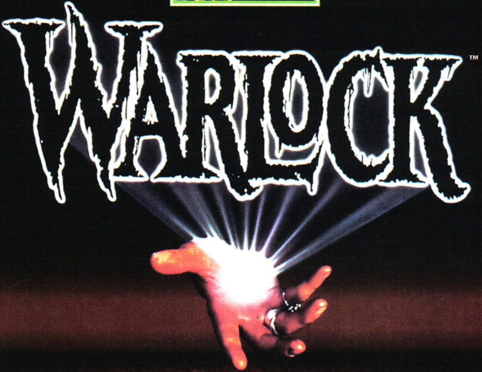
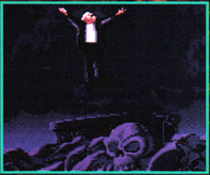


THIS IS THE MOST
DESPERATE HOUR. FIND
THE STONES AND DESTROY
THE WARLOCK, OR WE



A THOUSAND-YEAR-OLD THREAT

This one-player action pak is loosely based on the second of a pair of horror films bearing the Warlock title. The films were intended for mature audiences, but Trimark Interactive has done an admirable job of making the game suitable for a wider audience, while retaining the excitement of the movies. As the latest in a long line of druids, it's your duty to recover six mystical stones before the reborn Warlock can consolidate his power. In this time of chaos, only the power of the stones can thwart his evil ambitions. If you fail in your quest, the world will suffer in darkness!



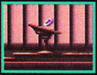
WARLOCK™ Developed by Realtime Associates for Trimark Interactive ©1994 Trimark Interactive. All Rights Reserved.

THE RUNES

Each of the six stages is divided into two or more areas. After finding a stone or completing a major area, the game will reward you with a "rune," or password. With the stones scattered throughout time and space, you'll have to face a myriad of challenges in many different settings.

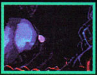
THE BIRTH STONE

After you recover each stone, an icon will appear in the appropriate space in the bar at the top of the screen. You won't have trouble with this first stage, but you should take the opportunity to practice basic play control.



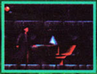
THE DRUID STONE

The Druid Stone is also relatively easy to reach. You will, however, encounter tougher enemies in the caves. Here's your chance to practice intermediate techniques, like timing your rolls right and shooting at an angle.



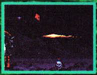
THE SUN STONE

The triangular Sun Stone is next, and the castle is where you'll find the first truly challenging mazes and puzzles. The enemies are also much tougher, and they'll require more advanced strategies and tactics to defeat.



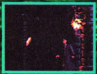
THE TREE STONE

You won't get to leave the castle just yet, as the Tree Stone is also nearby. The mini-bosses in here are particularly strong. There are a lot of power-ups around, but you'll have to come up with creative ways to get them.



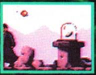
THE WIND STONE

A mausoleum may not be your first choice as a place to spend an exciting night out, but it's where you'll find the Wind Stone. The enemies may be easier to defeat than those in the previous stage, but there are a lot more of them.



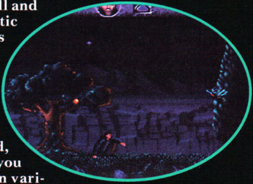
THE GIANT STONE

The last leg of the quest will be under open sky, at the top of a mountain. There's no option for setting the difficulty of the game, but this final stage should provide quite a challenge for most beginning and intermediate players.



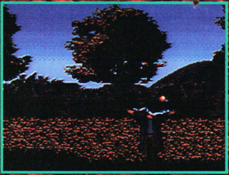
THE MOVES

The characters in this game are large, the animation smooth and the play control easy to master. You can run, jump, crouch, roll and fire bolts of mystic energy. There's even a protective orb that follows you automatically. Though it normally floats above your head, if you stand still, you can make it fly in various defensive patterns around your body.



THE DRUID SPELLS

As you proceed, you should collect as many spells as you can, which appear as icons on the ground. The display at the top center of the screen shows your general health (the face deteriorates as you take damage), while the icon to the right shows which spell you have currently selected. Use the L and R buttons to scroll through your spells. Each icon you collect is good for only one use, but you can hold multiple copies of any spell.

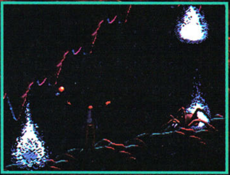


HEALING

The potion icons provide partial healing, while the face icons do double duty. These icons can restore you to full health, and they also count as the number of lives you have left, so use them wisely. No more faces, no more continues!

ERADICATION

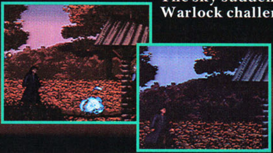
There are also a number of powerful offensive spells. The skull and red vortex icons both represent Eradication spells that target multiple enemies. There are other useful spells out there, but you'll have to discover them on your own.



STONE ONE

The quest for the Stones begins in a sunlit village, where peace is suddenly shattered by the arrival of the Warlock and his minions!

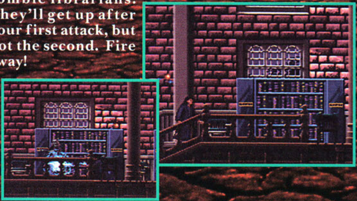
BRIDGE OUT AHEAD



The sky suddenly turns dark as the Warlock challenges you to a not-so-innocent game of hide and seek. You can't hurt him yet, so don't waste your energy. He'll blast the bridges in your path, but you can jump the gaps easily.

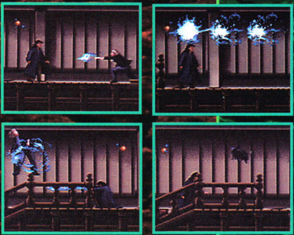
DO SOME LIGHT READING

Why would the Warlock enter the library, unless there's something here that he wants? Search the aisles and zap the zombie librarians. They'll get up after your first attack, but not the second. Fire away!



YOUR FIRST BATTLE WITH...HIM

This Warlock will teleport from side to side, tossing lightning bolts all the while. If you stand in one place and fire quickly, you'll block his bolts and damage him enough to send him packing.

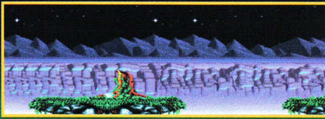


STONE T

You now find yourself in a garden where the creeping vines more than live up to their name! The garden is darkly tempting, but the true path lies beneath the earth.

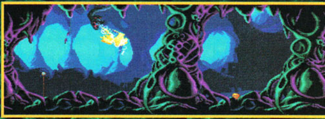
GET A LIFE

Before you enter the cave behind the waterfall, go all the way to the right and get the life icon. The jump to the last platform is extra long, but you can destroy mutant bugs to reveal "floater" icons. Step on the icons to soar over the pond, using the control pad to guide your flight.



EARTHQUAKE

Always explore the area you're in, even if the main path seems to go in only one direction. The Earthquake Rod lies off the beaten path, in the lower depths of the cave. This intriguing artifact is actually a powerful spell icon, so you should find it before moving on.



UP FIRST

The Druid Stone waits in an alcove at the end of the upper right path. Once you grab it, retrace your steps back to the left and drop into a gap. Follow this passage down and right to the exit. Destroy the fire-breathing serpents along the way by firing your bolts at an angle.

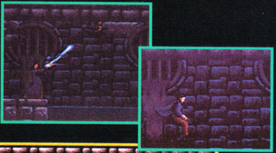
WO

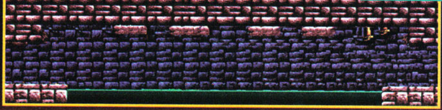
STONE THREE

The search for the Sun Stone brings you to a ruined castle. You're surrounded by statues and armor, but are these figures of stone and metal as lifeless as they seem?

SHOOT AND JUMP

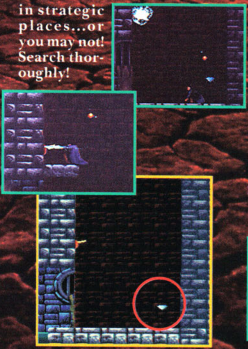
If you can't get to the platforms, then bring the platforms to you! Use your angle attack to blast them until they fall. They'll stand up just high enough out of the water for you to use them as stepping stones.





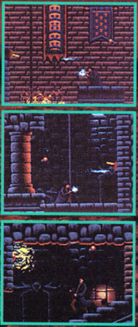
GOING UP

The castle is an incredible maze of dead ends, switchbacks and elevators. You can call elevators, open force fields and activate any number of devices by shooting switches. Once you call an elevator, you may have to shoot the switch a second time to get it moving. You may also see a few more floater icons in strategic places...or you may not! Search thoroughly!



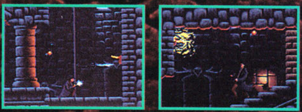
A MAZE OF SWITCHES

Always keep an eye out for switches to shoot. Though you may not see an immediate result, chances are the consequences will not be bad. Some show up in incovenient or hard-to-shoot places, so practice your timing and aiming. If you can't progress, you've probably missed a switch somewhere.



THE STONE

You may think that you've reached a dead end, but don't trust your senses. The entrance to the stone's resting place is disguised by protective spells, so it looks just like an ordinary wall. Try walking into the walls at the ends of passageways.

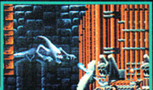


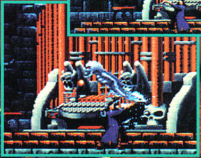
STONE FOUR

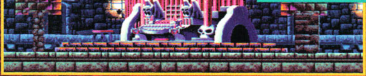
You've completed half the quest, but the Warlock will no longer underestimate your power. He's also searching frantically within the castle for the Tree Stone. WITHIN the castle? Perhaps not!

ORGAN GRINDER

Making beautiful music is not the point of this devilish instrument! Instead, it spits out several persistent phantoms. Quick reactions and good aim are the keys to winning this battle as they dodge and dive past your defenses. It will take at least five solid hits to put these ghosts to rest.

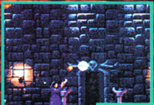


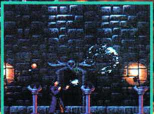


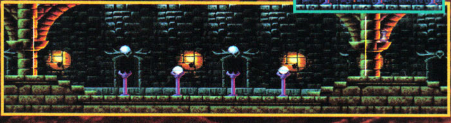


DEADLY SPHERES

These floating globes will assault you one at a time, each with a unique weapon and attack pattern. Some of them fly at levels and angles that are almost impossible to hit with your mystic bolts. This is one situation where your protective orb can be used as an effective offensive weapon.





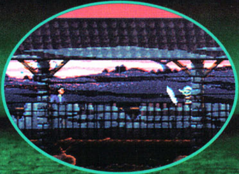


STONE

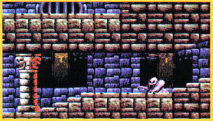
Your quest for the stones continues outside, if only for a brief time. You must now search in and around a cemetery, but the residents don't take kindly to intruders!

SKELETONS

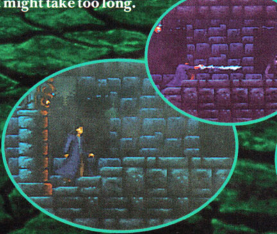
They're grinning, but they're anything but happy to see you. These spindly warriors are tougher than they look, and they can block even continuous fire, so time your bolts carefully. Wait for them to let their guard down before you shoot.



GETTING BY



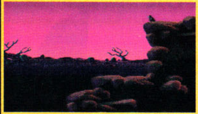
The slime creatures are difficult to target, and you may not be able to hit them unless you get close. Use "hit-and-run" tactics to avoid taking too much damage. Your orb can damage them, but it might take too long.

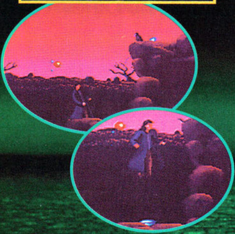


FIVE

SHOOT THE BIRD

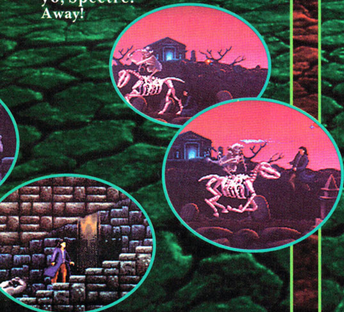
This looks like an impossible jump, but it's really another case of not overlooking the obvious. Shoot the bird for a floater icon. Since the jump is so high, let your body reach the top of the jump before steering to the right.





GALLOPING GHOST

This spirit's riding days are not over, and he's out to prove it with a vengeance. Duck or roll below his attacks, then jump and shoot. Hi yo, Spectre!
Away!

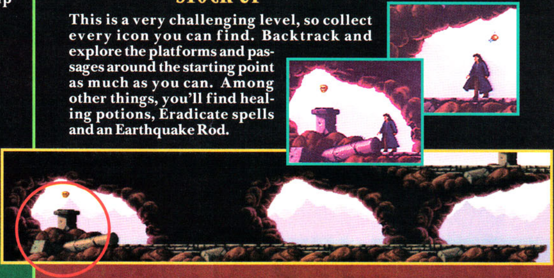


STONE SIX

The last stone is secreted somewhere amongst the cracks and crags of a looming mountain. The fate of the world hangs in the balance. Do not fail!

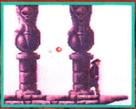
STOCK UP

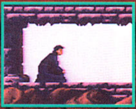
This is a very challenging level, so collect every icon you can find. Backtrack and explore the platforms and passages around the starting point as much as you can. Among other things, you'll find healing potions, Eradicate spells and an Earthquake Rod.



LOW ROAD

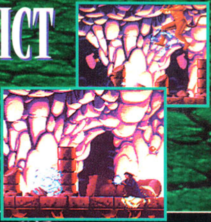
You'll eventually reach a point where there's only one route, but you can walk above or below the platforms. The upper path exposes you to aerial attacks, while the lower path offers some protection. You can also use the orb to attack someone from below.

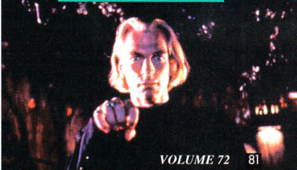




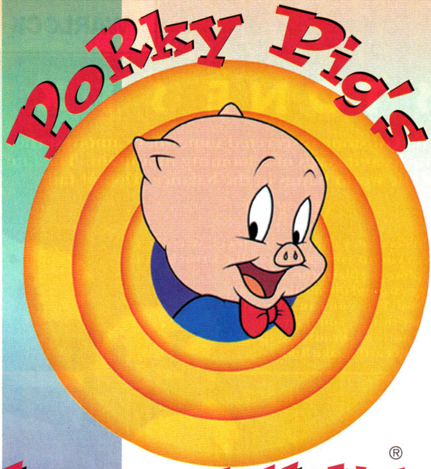
FINAL CONFLICT

You have all the stones, but you must face the Warlock in battle one last time. He'll transform into a hideous creature, shooting fireballs and summoning flame demons to aid him. You must try to dodge his worst attacks, but it will be impossible to avoid all damage. Study his attack pattern, and don't let yourself get caught on the edges of the platform. One blast of his fetid breath will send you spinning into the lava, taking all hopes of victory with you!

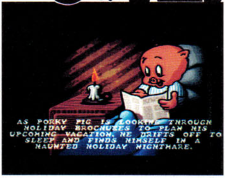




Porky Pig's Haunted Holiday®



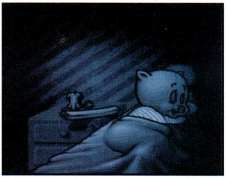
THE LATEST WACKY ALL-STAR GAME FROM THE GANG AT SUNSOFT!

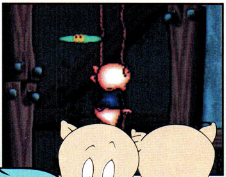


AS PORKY PIG IS LOOKING THROUGH HOLIDAY BROCHURES TO PLAN HIS UPCOMING VACATION, HE DRIFTS OFF TO SLEEP AND FINDS HIMSELF IN A HAUNTED HOLIDAY NIGHTMARE.

PRE-TRIP JITTERS!

PORKY PIG, THE HARDEST WORKING TOON IN SHOW BUSINESS, FINALLY DECIDED TO TAKE A VACATION. HIS FRIEND, BUGS BUNNY, WAS SO GLAD TO HEAR PORKY WAS FINALLY GOING TO TAKE A BREAK THAT HE TREATED HIM TO A SPICY FEAST AT THEIR FAVORITE RESTAURANT, FIVE-ALARM AL'S CHILI EMPORIUM. BUT LATER THAT NIGHT, AS PORKY WAS DRIFTING OFF TO SLEEP WITH VISIONS OF VACATION SPOTS AND RUMBLES FROM HIS UPSET TUMMY, THE TROUBLE BEGAN. ONCE ASLEEP, PORKY FOUND HIMSELF IN A HAUNTED HOLIDAY NIGHTMARE—WITH ONLY YOU TO HELP HIM ESCAPE!





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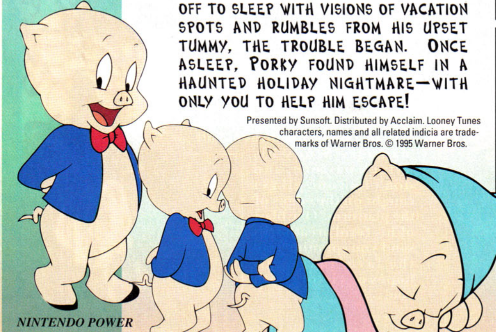
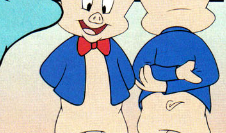
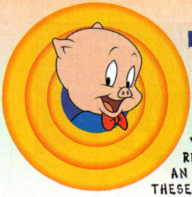
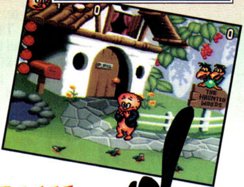






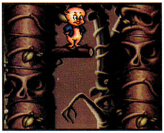
THE HUNTED WOODS

OUR FAVORITE STUTTERING PIG'S N-N-N-N-NIGH-N—BAD DREAM BEGINS JUST DOWN THE ROAD FROM HIS HOUSE IN THE HAUNTED WOODS. THERE, PORKY WILL RUN INTO NASTY CROWS, SCURRYING LEPRECHAUNS, AND BUBBLING CAULDRONS WAITING TO PUT AN END TO HIS VACATION PLANS. BUT IF HE CAN AVOID THESE DANGERS, HE'LL FIND SOME TASTY TREATS FOR EXTRA POINTS AND EXTRA LIFE!

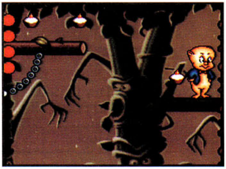


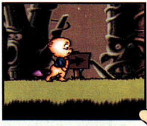
TERRIBLE TREES

Don't let the menacing trees scare you—they're harmless. In fact, Porky can climb their creaky limbs to find some helpful treats. It's no piece of cake, but with a little help from you, he can do it.



Some limbs are hard to reach, but Porky can get to them—with the right approach.



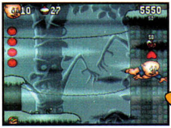


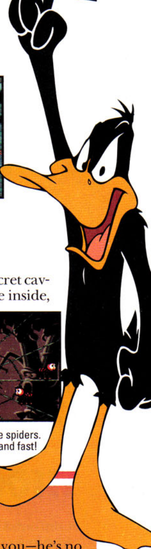
Finding 100 of these yummy cupcakes will give you (and Porky) an extra life.

Head left to grab all the tree-top treats Porky missed earlier in the level.

WHEN PIGS FLY!

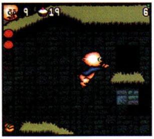
You'll have to see it to believe it, but Porky can float with the help of a hidden helium cartridge. You'll find the cartridge waiting at the end of a line of blinking cupcakes at the bottom of an underground cavern. Porky can then reach a hidden heart and two 1-Ups before he heads to the next stage of the level. But be quick—the helium won't last for long.

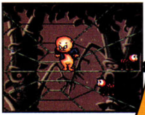




SECRET WEB

It takes some hard work to get to, but don't pass up the secret cavern you'll find hidden inside this mysterious hole. Once inside, Porky will find some energizing treats caught on a super-sized spider web. But be careful-- the spiders don't take kindly to uninvited guests!

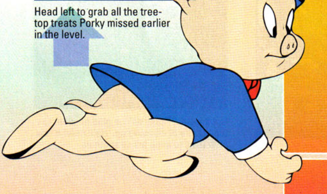


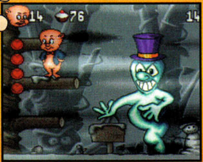


Stay clear of these spiders. They're hungry—and fast!

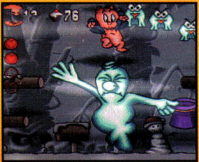
A CHILLING FIELD

Don't let the warm smile of this frosty ghoul fool you—he's no friendly ghost. The boss of the Haunted Woods has some surprises that Porky won't be too happy about hidden beneath his hat!

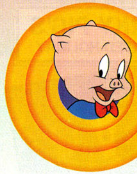




Stay clear of this dancing demon until you see the white of his pointy head.

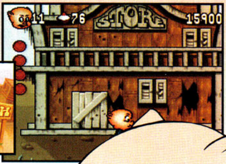


Before his friends get too close, jump on the boss's hatless head until he's had enough.



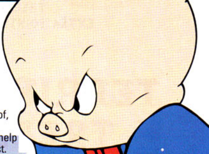
DRY GULCH

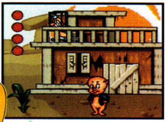
MOSEY ON INTO DRY GULCH—IF YOU DARE! THIS TROUBLESOME TOWN IS FILLED WITH THORNY TUMBLEWEEDS, CAGED CREEPS AND HORNED HOOLIGANS ALL BENT ON GETTIN' PORKY OUT OF TOWN BY SUNDOWN!



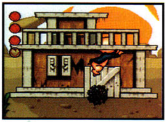
TUMBLIN' TUMBLEWEEDS

Like most dusty old western towns, Dry Gulch is filled with tumbleweeds doing what tumbleweeds do—tumble. Though they can be a real thorn in Porky's side, they can also help him reach the top of the town's sagging buildings. If you can time it right, Porky can ride the tumbleweeds for a spell, then leap off to find some waiting treats—and a few secret bonus rooms!



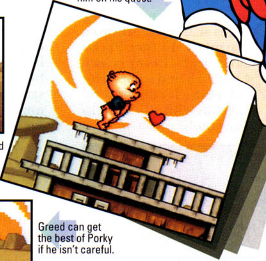


To get to this Power-Up Porky will have to wait for some help.



A well-timed jump off a tumbleweed will give Porky an extra boost.

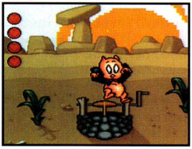
Once on the roof, Porky can find some treats to help him on his quest.



Greed can get the best of Porky if he isn't careful.

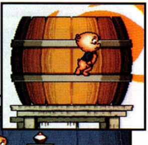
MAKE A WISH

This is Porky's kind of wishing well! Inside, he'll find a cache of cupcakes. But be careful. It's a long drop, and the bottom of the well is trouble. Stay to the right to avoid the icy water.

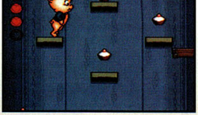


BONUS BARREL

No wonder Dry Gulch is all dried up! This rain barrel doesn't have a drop of water in it—but it isn't empty!



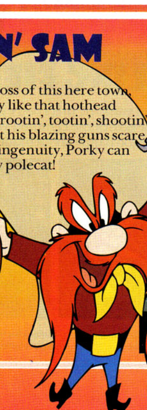
With a little help from his enemies, Porky can reach the top of this barrel.



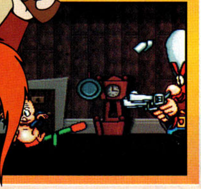
Once inside, Porky will be glad he went to the trouble of climbing up. He'll need a few cupcakes to keep his strength up.

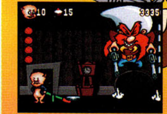
SHOOTIN' SAM

Confound it! It's the boss of this here town, who looks suspiciously like that hothead Yosemite Sam. He's a rootin', tootin', shootin' cowboy, but don't let his blazing guns scare you. With a little ingenuity, Porky can beat this ornery polecat!

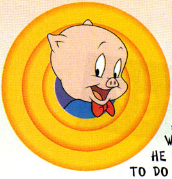


When Sam aims, jump on the seesaw. The skillet will fly up and deflect his bullets right back at him!



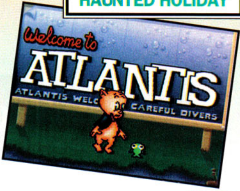


The boss's loud shooting tantrum will only hurt Porky's ears.



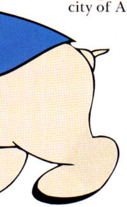
ATLANTIS

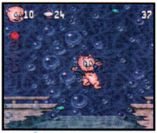
AHH, THERE'S NOTHING LIKE A RELAXING DAY AT SEA. THAT IS, UNLESS YOU'RE SAILING THE HAUNTED WATERS OF ATLANTIS. PORKY MUST AVOID DIVING TURKEYS AND FLYING BARRACUDA WHILE ABOARD HIS LITTLE RAFT. THEN, JUST WHEN HE THINKS HE'S OUT OF TROUBLE, HIS RAFT DECIDES TO DO ITS BEST IMPRESSION OF A SUBMARINE!

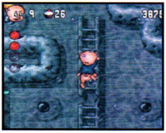


SHIPWRECK!

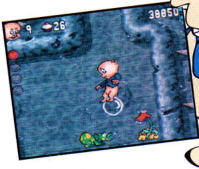
In the murky depths of the ocean, Porky will face the bloated blowfish that guard a sunken ship and the lost city of Atlantis. As Porky makes his way through the ancient catacombs and perilous sinkholes of the city, he'll need to find a few secrets if he hopes to make it back to the surface.

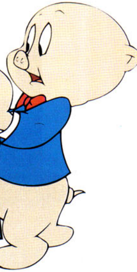






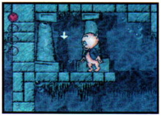
Porky will have to take the plunge inside this creaky ship in order to get to the bottom of this haunted sea nightmare.





FOLLOW THEM

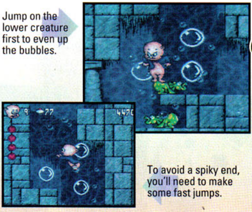
These hard-to-see arrows will help Porky navigate his deep sea adventure, so keep your eyes peeled. But don't be too hasty. Sometimes Porky can find some extra bonus items if he does a little exploring.



This arrow points to an important hidden passage.

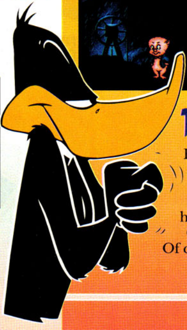
DOUBLE BUBBLE

Porky can make good use of these bubbling sea creatures. On this tricky section, you'll need two bubbles to avoid a few unpleasant surprises on the way up.



Jump on the lower creature first to even up the bubbles.

To avoid a spiky end, you'll need to make some fast jumps.

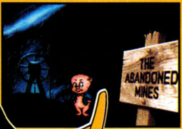


T-T-THAT'S NOT ALL

After surviving the perils of Atlantis, you'd think Porky would wake up, but this nightmare doesn't ever seem to end!

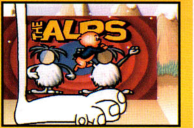
OLD MINES

This tunneling adventure will take Porky into the confusing catacombs of an abandoned mine—littered with dangers!



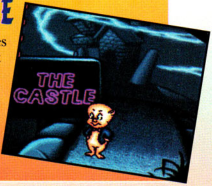
THE ALPS

From the frozen tundra to the dry desert, the extreme conditions of the Alps will prove to be abominable for Porky.



THE CASTLE

Finally, Porky faces the toughest adventure of his nightmare: the haunted castle of Count Duckula! Of course you know, this means war!



GAME BOY
PLAY IT LOUD!
What color is yours?

PLAY IT BLACK
PLAY IT RED
PLAY IT YELLOW

Play It Loud Game Boy Contest

Nintendo®
Nintendo GAME BOY™
Nintendo®
Nintendo GAME BOY™
PLAY IT GREEN
PLAY IT CLEAR

GAME BOY®
PLAY IT LOUD!™
SERIES

SHOW SOME STYLE

Choose your favorite Game Boy color and tell the world why it rocks. Ten winners will have their awesome art splashed in a future issue of NP. It's simple. All you have to do is make us an ad . If you get really creative, you could win one of the new color Game Boys from the Play It Loud series. Show some style with the green, yellow, black, red, clear or traditional gray. You can hype 'em all, or pick your favorite color.

IN YOUR OWN IMAGE

Your color Game Boy advertisement can approach the subject from any angle, but the medium is a print ad. Sorry, no video. Your art is important, but so is your message. Advertising blends images and words to sell a product, so that's your challenge. A discerning panel of Power Editors will choose the winners from all official entries. We'll judge all aspects of the ad: art, copy, creativity, impact.

10 GRAND PRIZES

The artists who write and create the ten best ads will receive a Play It Loud series Game Boy in the color of their choosing.

POWER STAMPS

Just for sending in a color Game Boy ad, the first 500 entrants will receive four super Power Supplies stamps. So you have nothing to lose.

Rules

Send your entry to the P.O. Box address listed below by June 15, 1995. All entries must include the name and address of the artist. Send one entry only per artist. Entrants may win one of the Grand Prizes and one secondary prize. Valid entries will be judged on or before July 15, 1995 and 10 color Game Boy Grand Prizes will be awarded to the 10 winners. The winning entries may be published in a future issue of Nintendo Power Magazine. The first 500 valid entries will receive the secondary prize of 4 Super Power Stamps. All prizes will be awarded. All entries become the property of Nintendo of America Inc. and cannot be returned. Not open to Nintendo employees, agents, affiliates and families. This contest is subject to all federal, state and local laws and regulations.

Nintendo Power Magazine
Color Game Boy Contest
P.O. Box 97062
Redmond, WA 98073-9762

COUNSELORS' CORNER

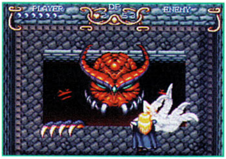
Super NES

ILLUSION OF GAIA

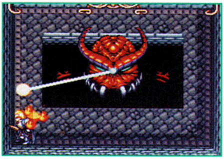
HOW DO I BEAT CASTOTH AT LARAI CLIFF?

Kathy Flakus

Many experienced players agree that Castoth, a red demon at Larai Cliff, is one of the most difficult opponents in the game. The principal strategy to beating him is dodging the lethal projectiles that bounce across the chamber. Castoth can only be hurt when his eyes flash, and lining up for a swing at that exact moment requires split second timing. Hit him once or twice in the head, dodge the laser attack and wait for the hands to reappear.



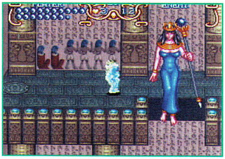
Hit each of Castoth's hands five times until he loses his grip. Now wait for his eyes to flash.



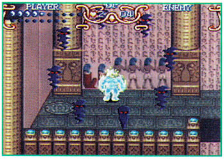
The key to defeating this monster lies in dodging laser attacks and everything else in the room.

HOW DO I DEFEAT THE MUMMY QUEEN?

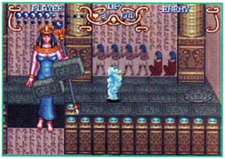
The Mummy Queen inhabiting the pyramid is a complicated foe that has a number of tricks up her shrouded sleeves. Shadow's enhanced strength and ability to morph into a liquid form makes him the best character for defeating the Queen. You can only hurt her when she is in human form. Avoid the spirits by changing into liquid when they close in. Don't be a stationary target—use the warp points in the room to switch between the top and bottom floors.



A mummy with an attitude! Strike the queen when she is in her human form. Watch out for the bolts!



Shadow can morph into liquid to avoid the hordes of minions controlled by the Mummy Queen.



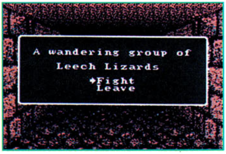
Dodge the falling stones when the Mummy Queen decides to bring the house down.

WIZARDRY V

HOW DO I CHANGE A CHARACTER'S ALIGNMENT?

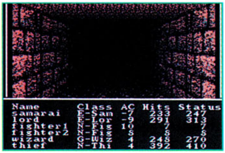
Amy Janas

A character's alignment changes depending on how your party reacts during encounters with wandering creatures. These monsters randomly approach the party, but will fight only if you decide to attack. If you want your character's alignment to evil, attack wandering creatures in every encounter. If you want your evil-doers to be good, leave the monsters alone.



```
A wandering group of
Leech Lizards
♦Fight
 Leave
```

A wandering group of creatures approaches! Your reaction determines character alignment.



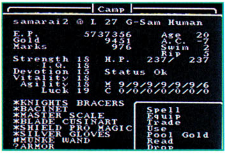
```
Name        Class AC Hits Status
samarai     E-Sam -7  233   247
lord        E-Lor -9  291   313
fighter1    N-Fig 10    7     7
fighter2    N-Fig  8    8     8
wizard      G-Wiz  4  248   270
thief       N-Thi  4  392   410
```

Evil Samurai and Lords are only created after continual attacks on friendly wandering creatures.

HOW DO I INCREASE MY SWIM SKILL RATING?

A character's Swim Skill Rating is increased by defeating monsters while in any of the pools found between Level Two and Level Seven. The Swim Skill Rating is the number of underwater levels a character may safely dive without drowning.

Acquiring the Rubber Duck can also prevent a character from drowning. You can purchase this Item from the Mad Stomper on Level Three.

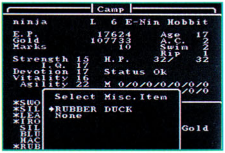


```
Camp
samarai2 @ L 27 G-Sam Human

E.P.         5737356    Age   20
Gold            9451    A.C.  -7
Marks            976    Swim   2
                        Rip    5
Strength 18  H.P.   237/   237
    I.Q. 18
Devotion 15  Status Ok
Vitality 18
 Agility 18  M 9/9/9/9/9/9/6
    Luck 19  C 0/0/0/0/0/0/0

*KNIGHTS BRACERS
*BACINET
*MASTER SCALE
*BLADE CUSINART
*SHIELD PRO MAGIC
*SILVER GLOVES
#MUNKE WAND
?ARMOR
```

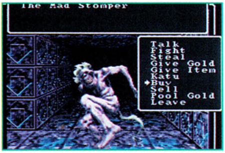
A character's Swim Skill rating shows up in the upper right corner of the Status Screen.



```
Camp
ninja        L  6 E-Nin Hobbit

E.P.           17624    Age   17
Gold          107733    A.C.   2
Marks             10    Swim   2
                        Rip    1
Strength 15  H.P.    32/    32
    I.Q. 17
Devotion 17  Status Ok
Vitality 16
 Agility 22  M 0/0/0/0/0/0/0
                          /0/0
          Select Misc.Item
*SWO
*SIL      ♦RUBBER DUCK
*LEA       None
*IRO
 SIL                            Gold
 BLU
 HAC
*RUB
```

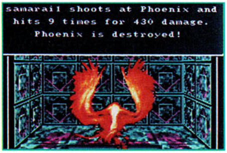
If a character is equipped with the Rubber Duck, he or she cannot drown.



The Mad Stomper on Level Three will part with the Rubber Duck for 6000 gold pieces.

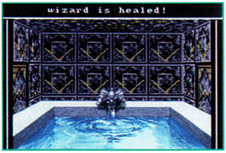
WHERE ARE SOME GOOD PLACES TO GAIN EXPERIENCE?

As they do in most role-playing games, Wizardry V characters build levels by defeating various monsters in the game. While you can build levels anywhere in the dungeon, some areas allow players to rapidly build up levels and gold. One such location is on Level Seven where the party encounters a Phoenix with a riddle. If you answer the riddle incorrectly, you must defeat the Phoenix. Another method is to circle around a healing pool while looking for monsters. This technique saves valuable spell points for combat.



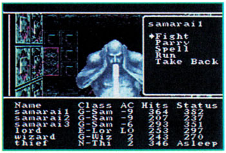
```
samarai1 shoots at Phoenix and
hits 9 times for 430 damage.
Phoenix is destroyed!
```

Answer the Phoenix's riddle incorrectly and defeat it again and again. Destroying the Phoenix rewards you with roughly 122,300 Points.



```
wizard is healed!
```

Spin around next to any healing pool and fight random monsters. Heal the party after every battle. You can find these pools on most dungeon levels.



```
Name        Class AC Hits Status
samarai1    G-Sam -9  364   382
samarai2    G-Sam -9  207   237
samarai3    G-Sam -6  293   351
lord        E-Lor LO  253   297
wizard      G-Wiz  2  243   270
thief       N-Thi  2  346 Asleep
```

Move the party deeper into the maze as the members' levels increase- tougher foes translate to more gold and Experience Points.

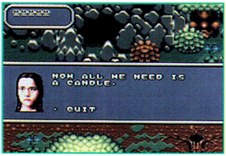
Super NES

ADDAM'S FAMILY VALUES

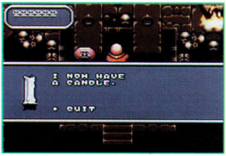
WHERE DO I FIND THE CANDLE IN DUNGEON THREE?

Todd Dyment

After Wednesday receives the pumpkin, she will request a candle to illuminate her jack-o'-lantern. The Candle is located in Dungeon Three. To find this labyrinth, jump off a bridge south of where you spoke to Wednesday. You cannot jump off this bridge until you have spoken to Phweep in front of the Greenhouse. Talk to Phweep at the bridge, then jump off.


NOW ALL WE NEED IS A CANDLE.

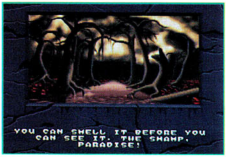
When you take the Pumpkin to Wednesday, she'll explain that she needs a candle.


I NOW HAVE A CANDLE.

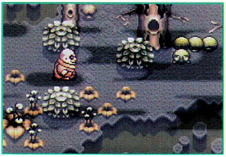
Both Phweep and the Candle are located in the same room inside of Dungeon Three.

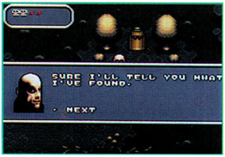
HOW DO I GET A PASSWORD?

Cousin It provides players with a password to save their game. You can find him in the dreary Forest and Swamp area. From the sleeping gargoyles, enter the Swamp, walk right and descend a staircase. Continue right to the centipede moving back and forth. From the centipede, walk down to an intersection. Go right at the intersection, past a bridge, and follow the path up to Cousin It.


YOU CAN SMELL IT BEFORE YOU CAN SEE IT. THE SWAMP. PARADISE!

Look for Cousin It in the steamy depths of the Forest and Swamp area.

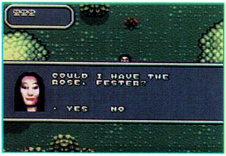

Go right to reach the centipede moving back and forth, then turn down.


SURE I'LL TELL YOU WHAT I'VE FOUND.

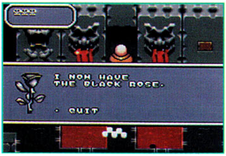
Tell Cousin It everything. Be sure to write the password down before you continue.

HOW CAN I INCREASE FESTER'S LIFE BAR?

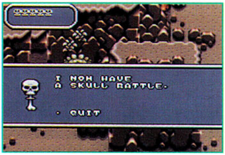
While Fester normally increases his ill-health meter by defeating various enemies, Morticia can also extend Fester's life. Just be sure you give her the right gift. These presents include the Black Rose, the Skull Rattle and the Headless Teddy. The Black Rose is in the lower right corner of Dungeon One. The Skull Rattle is located in the Rockies. Be sure to talk to Phweep in the cave in the lower right corner. The Headless Teddy is in Dungeon Five, down one room and left one room from the polluted water.


COULD I HAVE THE ROSE, FESTER?

Showering Morticia with gifts is another way to increase Fester's ill-health bar.


I NOW HAVE THE BLACK ROSE.

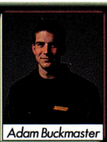
This lava filled room contains the Black Rose. Push the button on the right side of the room.


I NOW HAVE A SKULL RATTLE.

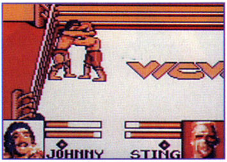
Phweep has the Skull Rattle in a cave in the bottom right corner of the Rockies.

WCW: THE MAIN EVENT

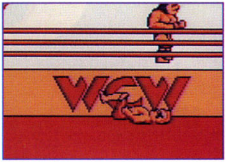
HOW DO I THROW MY OPPONENT OUTSIDE OF THE RING?


Adam Buckmaster

In order to throw an opponent outside of the ring, both your wrestler and your opponent's need to be near the right or left side of the ropes. You must use a suplex move by pressing the A Button to get the wrestlers to grapple, then press the B Button. If you have moved your wrestler close enough to the ropes, there is a good chance your opponent will be thrown out of the ring.

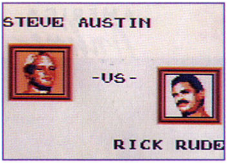


Throw the bum out! Maneuver yourself and your opponent toward the left or right side of the ropes.

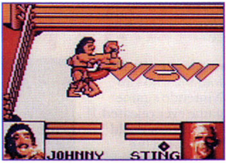

Grapple with your opponent by using the A button. Once you have a grip, hit the B Button.

HOW DO I EXECUTE A SPECIALTY MOVE?

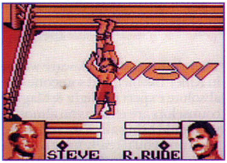
Specialty Moves are unique and powerful moves each wrestler can perform once or twice during a match. Every wrestler has different characteristics that make his Specialty Move unique. Execute the Specialty Move by pressing the Select button. The move cannot be executed until a diamond appears under the second bar on the player screen. Once the Specialty Move has been made, the diamond will vanish and the player will not be able to conduct another move until the symbol reappears.



Experiment to determine which Specialty Move best suits your playing style.



Use your wrestler's Specialty Move when you see a diamond near his strength bar.



Plan your move wisely. You will need to wait for the diamond to reappear to do it again.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

ADDAMS FAMILY VALUES

Q: Which keys mentioned in the manual are not in the game?
A: The Skeleton, Wooden, Fool's, and Mansion Keys.

Q: What is the Music Box for?
A: Use it to destroy the red ghosts, such as "Ivel the Unbeatable".

Q: How do I get the Iron Key in Icelands?
A: Use the Magnet you found in Dungeon Six.

PAC-IN-TIME

Q: How do I defeat enemies when I don't have the Fireball?
A: Use the Sledgehammer.

Q: How do I pull a block?
A: Select the Magic Rope, hold down the B Button and move left or right.

Q: How do I defeat enemies underwater?
A: Use the Water Bubble—it works like an underwater Fireball.

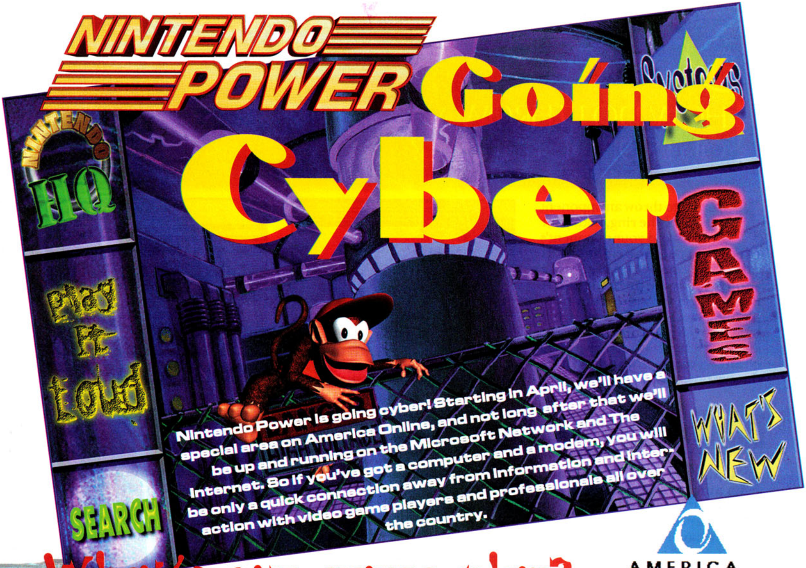
DAFFY DUCK THE MARVIN MISSIONS

Q: How many points do I need to collect to recive a new weapon?
A: Ten points.

Q: Why did I lose my new weapon when I entered a new area in the game?
A: You revert back to your original weapon each time you enter a new area.

Q: Which weapon does the most damage?
A: The Big Bullet Gun.

NINTENDO POWER Going Cyber

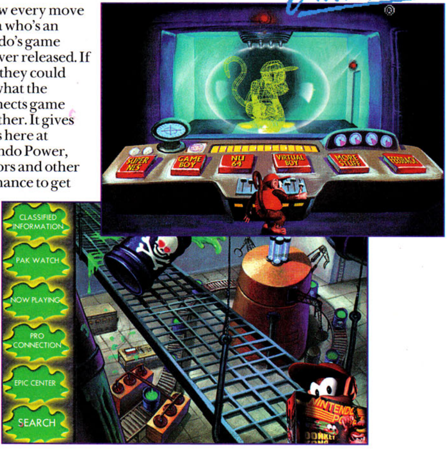

NINTENDO HQ
Play It Loud
SEARCH
System's
GAMES
WHAT'S NEW

Nintendo Power is going cyber! Starting in April, we'll have a special area on America Online, and not long after that we'll be up and running on the Microsoft Network and The Internet. So if you've got a computer and a modem, you will be only a quick connection away from information and interaction with video game players and professionals all over the country.

What's our game plan?

AMERICA Online®

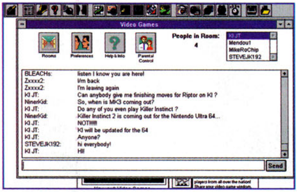
There's this guy in Delaware who seems to know every move in Killer Instinct, and someone else in Montana who's an absolute expert in Might & Magic. And Nintendo's game counselors are experts on almost every game ever released. If you could bring all of these people together so they could swap tips, you'd really have something. That's what the Nintendo area on America Online does: it connects game players from all across the country with each other. It gives you game play strategies straight from the pros here at Nintendo, exclusive game reviews from Nintendo Power, and the opportunity to talk with game counselors and other video game industry experts. It gives you the chance to get the earliest information from major events like E3 (wait until you see our live daily "broadcasts!"). There will be screen shots and video clips from upcoming games, and game maps to download and print. But in addition to all this information, we'll give you the chance to participate in everything. Disagree with a game review? There's an area where you can post your own review for everyone else to see. Know the answer to someone's game play question? You can use your game play expertise to reply. If you want to become an expert on a game, you can switch to the Pro Area and download the same hints that Nintendo's game counselors give people on the hot line.


SUPER NES
GAME BOY
NU 64
VIRTUAL BOY
MORE STUFF
FEEDBACK
CLASSIFIED INFORMATION
PAK WATCH
NOW PLAYING
PRO CONNECTION
EPIC CENTER
SEARCH
NINTENDO POWER

The Nintendo Power area is so huge, it's broken down into several chunks, just to make it easier to find stuff.

Play It Loud

Here's your chance to talk back to Nintendo or chat with people who are as obsessed with games as you are. You can enter the contests and send e-mail to Nintendo Power magazine. Cast your vote for the top twenty games of the month or join clubs dedicated to your favorite games. Hang out and take part in the daily live conversation with one of Nintendo's game counselors. Play It Loud is an attitude area: it gives you the chance to sound off!


Video Games
Rooms
Preferences
Help & Info
Parental Control
Send
players from all over the nation!
Share your video game wisdom.

People in Room: 4

- KI JT
- Mendou1
- MikeRoChip
- STEVEJK192

```
BLEACHs:      listen I know you are here!
Zxxxx2:       I/m back
Zxxxx2:       I'm leaving again
KI JT:        Can anybody give me finishing moves for Riptor on KI ?
NinerKid:     So, when is MK3 coming out?
KI JT:        Do any of you even play Killer Instinct ?
NinerKid:     Killer Instinct 2 is coming out for the Nintendo Ultra 64...
KI JT:        NOT!!!!!!
KI JT:        KI will be updated for the 64
KI JT:        Anyone?
STEVEJK192:   hi everybody!
KI JT:        HI!
```

Systems

You've got to have a place to get info on the hardware systems, and this is it. Find out the Virtual Boy technical specs. Look up the latest on Nintendo Ultra 64 or discover the latest tricks of the trade. See what Nintendo's come up with to make Super NES 16 bit games better than ever. You can get all the specs all the time. Consider it your online Nintendo Power Library. Because this is all online, it's more interactive than a printed magazine: there will be bulletin boards where you can discuss hot topics and argue about the systems.

Nintendo HQ

The Headquarters is where you need to go online for press releases, addresses and phone numbers (in case you forget the number to the game counselors) and other "official" company information.

Games

This is the area with a true connection to the pros here at Nintendo. It's where you go to get the game strategies for those games that really throw even great game players for a loop. It's your chance to get the same detailed strategies that the game counselors use to handle phone calls. Now you can skip the phone call and go straight to the information! There's more in this area, too, like Now Playing game reviews. More than 200 games will be covered, which is great, especially for those of you who didn't keep your back issues. Get a pro's opinion of the strengths and weaknesses of the game before buying or renting it. Disagree with the review? There's a place for your own review as well, so you can put in your two-cents' worth. This is also the place to go for late breaking news about upcoming titles, since Pak Watch will also be online. Classified Information will be there, so it will be easy for you to send us new codes you've found.

Epic Center

Not everyone minds Moogles or is craving news on ChronoTrigger, but if you're one of the people screaming for an update, the online Epic Center is the place to be. There will be special clubs set up just for RPG fans, and we'll include game maps you can download. We're planning bulletin boards so you can share information, and, of course, we'll have in-depth game strategies. We're hoping for special guests, too, like programmers from Square, so you can get the news straight from the Moogle's Mouth.

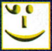
Smileys

Sometimes you've got to say it with a big grin on your face. With online services, there's an easy way to make sure that the people you're talking to know you're only kidding. You just use smileys.

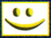
Smileys make sense only when you look at them sideways. If you want to grin at someone, try this: :-). It looks like a person smiling, right?

But you don't always want to smile at everyone. Sometimes someone says something that deserves a frown, like claiming that he's the best Killer Instinct player in the universe. You could send him a comment with one of these tacked on: :-(

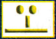
Here are a few other smileys that might come in handy in your online conversations. Remember to look at them sideways.



;-) This is a grin with a wink thrown in. It means you're just joking.

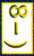


:) Shortened version of a smiling face.

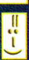


:-| This one usually means that the person you're talking to is getting boring. You might want to use it with a ;-), just to make sure the person knows you're not being too serious.

:-> You just made a sarcastic remark.

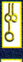


8-) Smiling person who just happens to wear glasses.



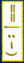
=:-) Punk rocker with a big grin.

:-# It's hard to smile with braces on.



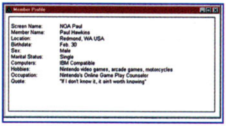
=8-o Very frightened person.

(|:|) Wario?



==|:-) Abraham Lincoln

Live, Online and Connected



Screen Name: NOA Paul
Member Name: Paul Hawkins
Location: Redmond, WA USA
Birthdate: Feb. 30
Sex: Male
Marital Status: Single
Computers: IBM Compatible
Hobbies: Nintendo video games, arcade games, motorcycles
Occupation: Nintendo's Online Game Play Counselor
Quote: "If I don't know it, it ain't worth knowing"

Paul Hawkins is Nintendo's online game counselor. You'll find him hanging out in the Nintendo area of America Online whenever he's not on the game counselor phone hot line, and he'll be online every afternoon in the game chat room where you can ask him questions. His screen name is NOA Paul. His profile tells you his full name, where he lives, his birthday (in case you want to send him an e-mail birthday card!), and what hobbies he likes (in Paul's case, his hobbies are Nintendo video games, arcade games, and motorcycles). His occupation? Well, you already know that. And Paul's personal quote seems to be more a challenge than a quote: "If I don't know it, it ain't worth knowing."

Creating your online personality.

People on America Online create their own personalities for talking with their friends in cyberspace. Sometimes these personalities are creative; sometimes they're fairly close to reality. It's your choice. As a Nintendo fan, you get the opportunity to create a personality that shows your interest in video games. There are two parts to creating your online personality: member profiles and screen names.

Profiles

Profile are great for helping everyone else know a little bit about you. Of course, these profiles aren't always 100 percent accurate—a lot of users are, well, very creative when they create their profiles. But the profile is a great way of telling people who you are, how old you are, and what your favorite hobbies might be. If you think you're the hottest Killer Instinct player in the entire state, you can add that to your profile.

Screen Names

Kraidman and Demonspawn hang out in the video game area on America Online, and Moogles and Wizzle can share codes on NBA Jam TE, if you ask them nicely.

Because you don't have to use your real name, you can pick any name that suits your personality. Once you have a screen name, that's what everyone will see in the chat rooms, on the bulletin boards, and it's the name they'll use to send you e-mail.

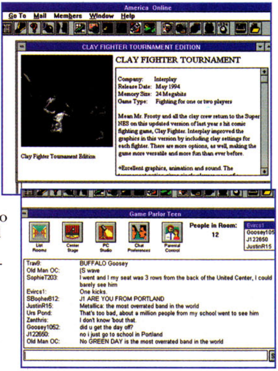
So how do you pick a screen name? Video game characters are popular (in fact, it's hard to find a character not already being used), and any name that shows a little Play It Loud attitude is great. There are millions of names already in use, so spend some time thinking about what name you want before you sign on for the first time.

On America Online, you can have up to five names on one account, so up to five family members can have their own screen names, or you can have more than one.

Hint: If the name you really want is in use, try adding a few numbers after it. You can't be Fulgore, but Fulgore 45 is a great name!

Cyber Surfing Celebrities and other Interactive Events

America Online has special "auditoriums" set up where you can go to listen to guest speakers and ask them questions. Sometimes it's celebrities, sometimes it's other special people. We'll sponsor guest speakers all the time, so this will give you a chance to discuss Killer Instinct with people like Ken Lobb, the product manager for KI. We'll have other special events and video game celebrities, too. Special video game industry events like the upcoming E3 are certain to generate Nintendo auditorium events. If you're already on America Online and you have an idea for a good guest speaker, e-mail your idea to NOA PAUL.



CLAY FIGHTER TOURNAMENT

Company: Interplay
Release Date: May 1994
Memory Size: 24 Megabits
Game Type: Fighting for one or two players

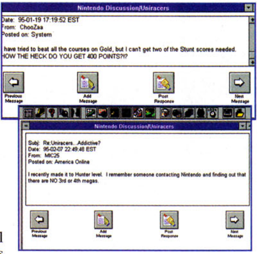
Mean Mr. Frosty and all the clay crew return to the Super NES on this updated version of last year s hit comic fighting game, Clay Fighter. Interplay improved the graphics in this version by including clay settings for each fighter. There are more options, as well, making the game more versatile and more fun than ever before.

+Excellent graphics, animation and sound. The

Clay Fighter Tournament Edition

Trav9: BUFFALO Goosey
Old Man OC: {S wave
SophieT203: I went and I my seat was 3 rows from the back of the United Center, I could barely see him
Evircs1: One kicks.
SBooher812: J1 ARE YOU FROM PORTLAND
JustinR15: Metallica: the most overrated band in the world
Urs Pond: That's too bad, about a million people from my school went to see him
Zanthris: I don't know 'bout that.
Goosey1052: did u get the day off?
J122650: no i just go to school in Portland
Old Man OC: No GREEN DAY is the most overrated band in the world

If you want to talk to NOA Paul live, he'll be hanging out in a Chat Room every afternoon. There are hundreds of Chat Rooms on America Online, dealing with every sort of topic. We'll have a room of our own set up for discussing Nintendo games and systems. Stop by to ask questions, or join in the conversation with people you've met online.



Date: 95-01-19 17:19:52 EST
From: ChooZaa
Posted on: System

have tried to beat all the courses on Gold, but I can't get two of the Stunt scores needed. HOW THE HECK DO YOU GET 400 POINTS?!?

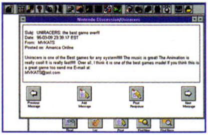
Subj: Re:Uniracers...Addictive?
Date: 95-02-07 22:49:48 EST
From: MIC25
Posted on: America Online

I recently made it to Hunter level. I remember someone contacting Nintendo and finding out that there are NO 3rd or 4th megas.

Downloading. That's when you take a file and copy it to your computer. We'll have tons of files for downloading, like Killer Instinct pictures, new game screen shots, photos of famous video game personalities, and game hints and strategies.

The Nintendo Power area on America Online gives access to all these interactive areas, special events and special files, so there's a lot going on. You've got to keep your Power subscription going too, though. There's no way our online service can provide everything you're used to, like in-depth full color maps, or excellent extra stuff like POGs and items from the Super Power Club.

If you've got a computer and a modem, and you're interested in signing up for America Online, call 1-800-827 6364 and ask for extension 12386.



Subj: UNIRACERS: the best game ever!!
Date: 95-03-09 23:39:17 EST
From: MVKATS
Posted on: America Online

Uniracers is one of the Best games for any system!!!!! The music is great! The Animation is really cool! It is really fast!!!! Over all, I think it is one of the best games made! If you think this is a great game too send me E-mail at:
MVKATS@aol.com

Online Abbreviations

When you're in a chat room or putting a message on a bulletin board, it can save time and keystrokes to use abbreviations. Of course, if you use too many abbreviations, no one will know what the heck you're talking about, but there are a few standards that everyone knows.

BTW By the way. "BTW, did you see the latest issue of Nintendo Power?"

IMO In My Opinion. "IMO, its coverage of Earthbound was amazing."

IMHO In My Humble Opinion. "IMHO, it could have had more pages."

LOL Laughing Out Loud. "Great joke...I was LOL."

ROTF Rolling on the Floor (laughing). "No kidding...I was ROTF. IMHO the best joke I've heard in weeks."

FAQ Frequently Asked Questions. This is a list someone has compiled of questions that get asked a lot. "Does anyone have the FAQ for Final Fantasy 3 that you can e-mail to me?"

BRB Be Right Back. When you need to leave the keyboard for a few minutes, to feed the dog take out the garbage, or other emergencies

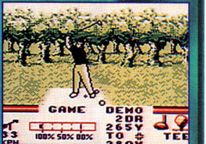
Connecting with us online

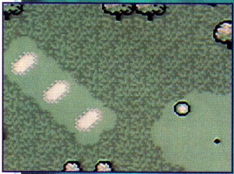
If you are already on America Online and want to get in touch with us, send e-mail to NOA PAUL. Let us know if you have any ideas for the area, or if you've created your own smiley's that you want to share with everyone else.

PGA EUROPEAN TOUR™

FORE!!!

Malibu Games hits the European professional golf circuit with PGA European Tour for Game Boy. Four different courses and dozens of players currently on the European tour are featured on this Super Game Boy enhanced pak. Face off against Germany's Bernhard Langer in a skins match at the famous Crans Sur Sierre in Switzerland, or climb the leader board in a star studded tournament at Surrey, England. If you're looking for a challenging golf game, PGA European Tour definitely makes the cut.

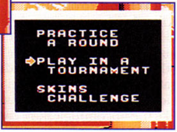




©1995 PGA
©1995 EA Sports
©1995 Malibu Games

PRO SHOP

Pick a set of clubs according to your level and style of play! There are four sets available to suit every ability. Club selection determines from which tee you start. Choose from beginner, amateur, semi-pro, and pro clubs. Beginner clubs have a variety of irons and woods to cover distance. The pro set specializes in precision accuracy near the pin. Unlike most pro shops, you won't have to worry about long lines or getting a tee time.



PRACTICE A ROUND

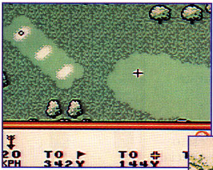
➔PLAY IN A TOURNAMENT

SKINS CHALLENGE

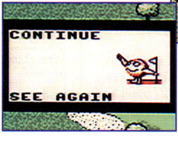
Choose from three options: practice, skins or tournament. Tournament mode features four rounds of golf against top European players.

TEE IT UP!!

Use the target cursor to preview the layout of the hole and plan your strategy. Take note of the wind direction as you move the target cross hairs to the exact location you want the ball to land. This feature is great when you have to compensate for a strong wind. You can elect to add fade or draw to each shot and determine the strength of your swings. It takes experience and patience to get the ball to land exactly where you want it. After you hit the ball, you can review your shots on instant replay. Want to do the whole thing over? Practice mode even has a mulligan option!



A swing gauge accurately measures the amount of club velocity behind the ball at impact.



At the end of every stroke, players can review the flight of their ball or continue playing.

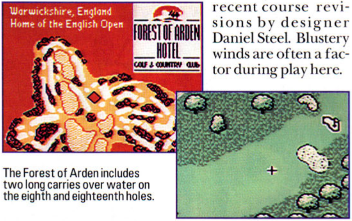
EUROPEAN COURSES

TAKE 2

From the windy open courses of Great Britain, to the arid shores of Spain, to the towering spires of the Swiss Alps, PGA European Tour offers a variety of terrain and conditions to challenge players of all levels and abilities. The golfer who employs strategy with accuracy will find all of these courses rewarding.

FOREST OF ARDEN
Warwickshire, England

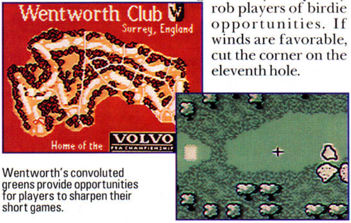
Home of the English Open, the Forest of Arden in Warwickshire is a 7,102-yard course interspersed with trees and water. The Forest of Arden's layout includes recent course revisions by designer Daniel Steel. Blustery winds are often a factor during play here.


Warwickshire, England
Home of the English Open
FOREST OF ARDEN HOTEL
GOLF & COUNTRY CLUB

The Forest of Arden includes two long carries over water on the eighth and eighteenth holes.

WENTWORTH
Surrey, England

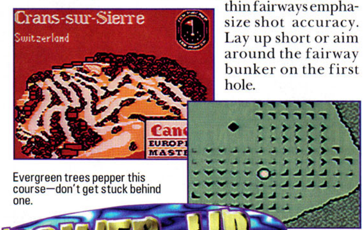
Nicknamed the Burma Road, Wentworth earns its moniker from a series of long par fours located on the front nine. These narrow, straight fairways frequently rob players of birdie opportunities. If winds are favorable, cut the corner on the eleventh hole.


Wentworth Club
Surrey, England
Home of the
VOLVO
PGA CHAMPIONSHIP

Wentworth's convoluted greens provide opportunities for players to sharpen their short games.

CRANS SUR SIERRE
Switzerland

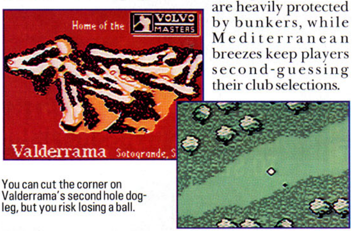
Wedged between two high ridges in the Swiss Alps, the Crans-sur-Sierre is home of the Swiss Open and the Canon European Masters. Evergreen trees and pencil thin fairways emphasize shot accuracy. Lay up short or aim around the fairway bunker on the first hole.


Crans-sur-Sierre
Switzerland
Can
EUROP
MASTE

Evergreen trees pepper this course—don't get stuck behind one.

VALDERRAMA
Soto Grande, Spain

Remodeled by world famous course designer Robert Trent Jones, Valderrama is considered one of the most scenic and challenging courses in Europe. Many holes are heavily protected by bunkers, while Mediterranean breezes keep players second-guessing their club selections.

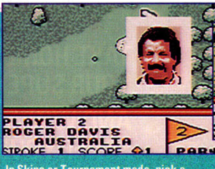

Home of the
VOLVO
MASTERS
Valderrama
Sotogrande, S

You can cut the corner on Valderrama's second hole dogleg, but you risk losing a ball.

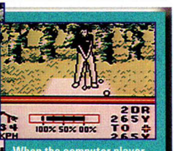
POWER-UP

WATCH THE PRO!

Do you lay up short or go for the pin? Which club should you use? Where should you aim to counterbalance crosswinds? Sometimes all of these golf strategy questions can seem overwhelming. Pair yourself up with a pro and watch him play first. Learn from his mistakes and make a great shot out of his good one.


PLAYER 2
ROGER DAVIS
AUSTRALIA
STROKE 1 SCORE ±1
2
PAR

In Skins or Tournament mode, pick a computer player as a partner when you hit the links.


3.4
KPH
100% 50% 00%
2DR
265Y
TO
265Y

When the computer player tees up first, note the club selection, aim, and where the ball lands. Can you do better?

PLAYER'S POLL CONTEST

GRAND PRIZE

TELL YOUR FRIENDS THAT YOU'RE

GONE B.A.S.S. FISHIN'

BASS Masters CLASSIC

1971 25th 1995

SupraPro I.D.
42.6 FT
EAGLE

WIN A TRIP TO THE 25TH ANNUAL BASS MASTERS CLASSIC FISHING TOURNAMENT TO SEE HOW THE PROS LAND THE BIG ONES

- ATTEND PRESS DAY AND MEET THE PROS DURING ROUND-TABLE INTERVIEWS
- BE INVITED TO AN EXCLUSIVE RECEPTION TO KICK OFF THE BIG EVENT
- VIEW THE CLASSIC WEIGH-INS FROM SPECIAL RESERVED SEATS

Power Slug
Biffle's Mega Craw
Berkley TriMax
Berkley Trilene XT

TAKE HOME BASS MASTERS CLASSIC FOR YOUR SUPER NES FROM T•HQ

AND WIN A PACKAGE OF PRIZES THAT WILL STUFF YOUR TACKLE BOX AND MAKE YOU THE ENVY OF BASS FISHERMEN EVERYWHERE!

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.
B. Please indicate, in order of preference, your five favorite Game Boy games.
C. Which five games on the Games List are you most interested in playing?

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex

1. Male
2. Female

F. What do you think of the new Epic Center section of Nintendo Power?

1. I think it's great!
2. It's okay when it covers a game I've got.
3. It doesn't cover the games I play.
4. I hate it because I don't play RPGs.

Which of the following games do consider appropriate for the Epic Center?

G. Final Fantasy III	1. Yes	2. No
H. The Legend of Zelda: A Link to the Past	1. Yes	2. No
I. Donkey Kong Country	1. Yes	2. No
J. EarthBound	1. Yes	2. No
K. Uncharted Waters	1. Yes	2. No
L. Romance of the Three Kingdoms	1. Yes	2. No
M. Might and Magic III	1. Yes	2. No
N. Super Metroid	1. Yes	2. No
O. Mortal Kombat II	1. Yes	2. No

P. If we could expand one of the sections in the Epic Center, which one would you want expanded?

1. Epic Center News - news from the Role Playing market
2. Epic Workshop - an insider look at games in development
3. Epic Previews - reviews of upcoming games
4. Epic Strategy - playing tips straight from the source

Trivia Question: What is Kirby's normal color?

Answers to the Player's Poll – Volume 72

Name____________________ Tel.__________

Address____________________________

City__________ State/Prov.__________ Zip/Postal ______

Member Number ________________ Age __________

A. Indicate numbers from 1-148 (from the list on the back of the card) 1. _____ 2._____ 3._____ 4. _____ 5.___

B. Indicate numbers 149-186 (from the list on the back of the card) 1. _____ 2._____ 3._____ 4. _____ 5.___

C. Indicate numbers 1-194 (from the list on the back of the card) 1. _____ 2._____ 3._____ 4. _____ 5.___

D. 1 2 3 4 5 6
E. 1 2 3 4 5 6
F. 1 2 3 4 5 6
G. 1 2
H. 1 2
I. 1 2
J. 1 2
K. 1 2
L. 1 2
M. 1 2
N. 1 2
O. 1 2
P. 1 2 3 4

Trivia Answer____________________________

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Air Cavalry
4. Animaniacs
5. Ballz
6. Bassin's Black Bass with Hank Parker
7. BattleTech
8. Beavis & Butt-Head
9. Blackthorne
10. Bonkers
11. Brainies
12. Brandish
13. Break Thru
14. Breath of Fire
15. Brett Hull Hockey '95
16. Brutal: Paws of Fury
17. Bust A Move
18. Captain Commando
19. Carrier Aces
20. Civilization
21. Commanche
22. C2 Judgment Clay
23. Demon's Crest
24. Disney's Aladdin
25. Disney's Jungle Book
26. Dirt Trax FX
27. Donkey Kong Country
28. Dragon View
29. Drop Zone
30. EarthBound
31. Earthworm Jim
32. F-Zero
33. Fatal Fury Special
34. FIFA International Soccer
35. Final Fantasy II
36. Final Fantasy III
37. Fire Team Rogue
38. Frankenstein
39. Galactic Defender
40. High Octane
41. Home Improvement
42. The Ignition Factor
43. Illusion of Gaia
44. Indiana Jones' Greatest Adventures
45. The Itchy & Scratchy Game
46. Izzy's Quest
47. Juggernauts
48. Jurassic Park
49. Jurassic Park 2
50. Justice League Task Force
51. Ken Griffey Jr. Presents MLB
52. Kid Klown in Crazy Chase
53. Kirby's Dream Course
54. Knights of Justice
55. The Legend of Zelda: A Link to the Past
56. Lemmings 2
57. The Lion King
58. Looney Tunes B-ball
59. Madden's NFL '95
60. Mario Andretti Racing
61. Mario Paint
62. Mega Man X
63. Mega Man X2
64. Metal Morph
65. Metal Warriors
66. Mickey Mania
67. Micro Machines
68. Might & Magic III: Isles of Terra
69. The Mighty Morphin Power Rangers
70. Mortal Kombat
71. NBA Jam
72. NBA Jam Tournament Edition
73. NBA Live '95
74. NCAA Basketball
75. NCAA Final Four Basketball
76. NCAA Football
77. Newman Haas Indy Car Racing Featuring Nigel Mansell
78. NFL Quarterback Club
79. NHL Hockey '94
80. NHL '95
81. NHL Stanley Cup
82. Nickelodeon Guts
83. Ogre Battle
84. Operation Starfish
85. Pac In Time
86. The Pagemaster
87. Pieces
88. Pinball Fantasies
89. Pitfall: The Mayan Adventure
90. Prehistorik Man
91. Pro Ticket
92. Porkey Pig's Haunted Holiday
93. Power Instinct
94. Rise of the Phoenix
95. Robotrek
96. Samurai Shodown
97. seaQuest DSV
98. Secret of Mana
99. Sengoku
100. The Shadow
101. SimCity
102. Speedy Gonzalez
103. Spider-Man: The Animated Series
104. Spider-Man & Venom in Maximum Carnage
105. Star Fox
106. Star Fox 2
107. StarGate
108. Star Trek: Deep Space Nine
109. Star Trek: Star Fleet Academy
110. Sterling Sharpe: End 2 End
111. Street Racer
112. Street Hockey '95
113. Street Fighter II Turbo
114. Stunt Race FX
115. Super Adventure Island II
116. Super Bases Loaded 3: License to Steal
117. Super Bomberman 2
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121. Super Metroid
122. Super Punch-Out!!
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141. Wario's Woods
142. Warlock
143. WCW Super Brawl
144. Weapon Lord
145. Wolverine
146. WWF Raw
147. X-Men: Mutant Apocalypse
148. Zero: The Kamikaze Squirrel

Game Boy

149. Alien Games
150. Bobby's World
151. Break Thru
152. Casino Funpak
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155. Desert Strike
156. Disney's Jungle Book
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158. Donkey Kong Land
159. Dr. Mario
160. FIFA International Soccer
161. Jungle Strike
162. Jurassic Park 2
163. Kirby's Dream Land 2
164. Kirby's Pinball Land
165. The Legend of Zelda: Link's Awakening
166. The Lion King
167. Madden '95
168. Mario's Picross
169. Mega Man V
170. Metroid II: Return of Samus
171. The Mighty Morphin Power Rangers
172. Mortal Kombat II
173. NBA Jam
174. Samurai Shodown
175. seaQuest DSV
176. Space Invaders
177. Star Trek: Generations
178. Super Mario Land
179. Super Mario Land 2—6 Golden Coinss
180. Tetris
181. Tetris 2
182. Tiny Toons Whacky Sports
183. Wario Blast
184. Wario Land: Super Mario Land 3
185. WWF Raw
186. Yogi's Gold Rush

Other Picks

187. Cruis'n USA (NU 64)
188. Diddy Kong
189. Doom (NU 64)
190. Killer Instinct (NU 64)
191. Mortal Kombat III
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194. Virtual Boy

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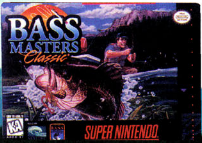

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 72, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL.72
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One entry per person, please. All entries must be postmarked no later than May 31, 1995. We are not responsible for lost or misdirected mail.

On or about June 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.

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PLAYER'S POLL CONTEST

The Power Players' AREN

PLAYER VS PLAYER

NES OPEN TOURNAMENT GOLF

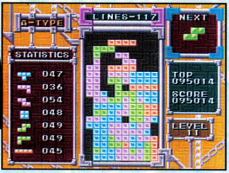
Fore! Break out those clubs, it's tournament time! Josh Sommers from Cottage Grove, MN sent in a blistering hot score of -39 in a 36 hole United Kingdom Course Tournament game. How low can you go? All entries must be played on the UK course in 36-hole tournament mode. We'll post the leader board results. The lowest scores win Power Stamps!

Josh posted a -22 on the first 18 holes and went -17 on the second half. You'll need to score an eagle or two to beat him.

POWER CHALLENGE

TETRIS & DR. MARIO

TETRIS
1PLAYER GAME
2PLAYER GAME
VS.COM
Dr. MARIO
1PLAYER GAME
2PLAYER GAME
VS.COM
MIXED MATCH
GAME SELECT
PRESS START BUTTON
© Nintendo


A-TYPE
LINES-117
NEXT
STATISTICS
047
036
054
048
049
049
045
TOP
095014
SCORE
095014
LEVEL
11

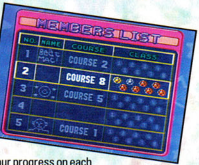
Okay, let's settle the argument once and for all. Who has the best high score on one player Tetris Game A? How far into six figures can you go? Push the envelope and beat all your old scores. All screen shots must be from the Tetris & Dr. Mario Super NES game cartridge. The top ten scorers walk away with four free Power Stamps each.

Start from any Tetris level you choose, but only Game A scores will be included in this contest.

POWER CHALLENGE 2

KIRBY'S DREAM COURSE

Nobody can get enough of this game, so we brought it back for a second consecutive Power Challenge. This month we want to see how many Gold Medals (no, not Bronze Medals, lightweight) you can pick up on the regular courses. Mail in a photo of the Member's List Screen with your medal count. The top ten players pick up Nintendo Power Stamps. Go for the Gold!



MEMBERS LIST

NO.	NAME	COURSE	CLASS
1	Beat MAC!	COURSE 2	
2		COURSE 8	
3		COURSE 5	
4			
5		COURSE 1	

The Member's List Screen displays your progress on each course. Player 2 has only one Gold Medal. Tsk tsk!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than May 20, 1995 to qualify for the Power Stamp prizes. The players who best complete Challenges will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff.

POWER PLAYERS ARENA PO BOX 97033 REDMOND, WA 98073-9733

Why doesn't the NES cartridge fit in this control deck? Use of a game enhancement device results in instant disqualification. The Arena is for players who want to show off their true talents. Find another use for the game enhancement device—like testing your trash compactor.

IMPOSTER PLAYER!

THIS MONTH'S WINNERS FOR:

POWER CHALLENGES

STAR FOX COMPETITION PAK

BEAT 173,343 POINTS

Drew Willcoxon Conyers, GA	180,253
Tim Dyer Garden Grove, CA	179,336

MORE POWER CHALLENGES

FINAL FANTASY III

Fewest Steps to Mog

John Daily Elizabeth, WV	6,545
Dustin Klitch N. Arlington, NJ	6,671
Jan-Michael Olorga Panarama City, CA	6,734
Joshua Rexhausen Cincinatti, OH	7,783
Chris Toyzan Marshall, MI	8,291
Andy Paredes Kingsburg, CA	8,474
Mike Chavez Visalia, CA	8,555
Masaru Ito River Edge, NJ	8,572
Jason Knier Muncy, PA	8,601
Jay Albert Decatur, IL	9,300
Anthony Mureno Longview, TX	9,544
James Stiles Dover, NJ	10,714
Charles Clark Eden Prairie	13,333
Danny Li El Monte, CA	16,540
Joannie & Christopher Yau Elmhurst, NY	19,604

UNIRACERS

Best Times and Scores

Mike Hagen Thief River Falls, MN	516 Downer
Danny Li El Monte, CA	36.33 Last One
Chris Dlugosz Cheektowaga, NY	25.07 Dragster
Nathan Fabro Edmonds, WA	25.08 Dragster

UFO SIGHTING???!

It's a microwave! I know! An electric heater! No, wait—a radioactive rutabaga!

David Wonn, Gahanna, Ohio
Picture perfect!

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash.

When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

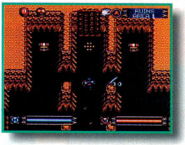
MAY 1995

BRANDISH

Super NES

Company ....Koei
Release Date ....March 1995
Memory Size ......12 Megabits

An underworld maze, a warped king and dark magic hold the secrets to the future in this epic title from Koei.



Long ago, the kingdom of Berimya suffered a terrible catastrophe when its king reached for dark secrets that were too great for him to control. The king's greed cast the land into isolation beneath the earth. Much later, a young adventurer discovers the entrance to this lost world. Players take on the role of Varik, who is pursued through the five main areas of the game by Alexis, who seeks revenge. Alexis is only the first of your worries in this land down under. Fantasy enemies roam the passages of ruined Berimya. You'll also find shops, fountains, treasure chests and advice in the mind boggling maze. Although fighting takes place in real-time, as in a Zelda or Mana game, actual movement is somewhat limited by awkward play mechanics. The review in this month's Epic Center will get you started safely on your quest.

+ Challenging. Puzzling. Good music.

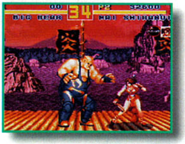
− Extremely awkward play control, but you do get used to it given enough time. (There are two movement options and both make it very difficult to fight circling foes since the Varik sprite always faces straight ahead.) Graphics are unexceptional.

FATAL FURY SPECIAL

Super NES

Company ....Playmates
Release Date ....March 1995
Memory Size ......32 Megabits

The latest Fatal Fury tournament fighter finally makes it to the Super NES thanks to Playmates.



If there's a third major fighting series on the Super NES after the Street Fighter II and Mortal Kombat games, it's probably the Fatal Fury titles. Fatal Fury Special enhances many aspects of the earlier Fatal Fury games, including increasing the speed of the control and graphics. The 32 megabits of memory make for good graphics and animation, but the retail price could be steep. Playmates picked up the title from Takara earlier this year, which has delayed the expected release. Power focuses on FFS in a Take 2 review this month.

+ Good graphics and challenge. (For die-hard tournament fighter fans.) Improved combos.

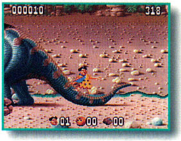
− Special moves are difficult to make. (Timing must be precise.)

THE FLINTSTONES

Super NES

Company ....Ocean
Release Date ......May 1995
Memory Size ....16 Megabits

Fred Flintstone sets off on a Jurassic journey to rescue his friends and family from a real Neanderthal.



Ocean's latest movie-based Super NES game stars the original whacky stone age guy, Fred Flintstone. Joe, Mac, Prehistorik Man and all the others have to take a back seat when it comes to the popularity of the yabba-dabba-do man. In this side-scrolling platform game, Fred uses everything at hand to make his way through a megalithic maze filled with hungry dinos and other baddies. What makes The Flintstones interesting is the tactics of using the crude tools like the bowling ball and the more complex animal-driven machines found throughout the game. Don't miss this month's review.

+ Good graphics and more interesting play than many platform games.

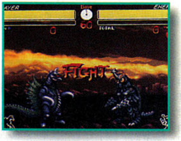
− Play control requires precision but suffers from random detection like The Lion King.

GODZILLA: DESTROY ALL MONSTERS

Super NES

Company ....Toho
Release Date ......April 1995
Memory Size ......16 Megabits

Toho, the masters of the monsters, bring Godzilla back to America for a giant brawl.



You are Godzilla—or Mothra, MG, Gigan, Anguirus, King Ghidorah, Megalon, and Super MG—in this tournament fighter game from Toho. Like any fighter, you have to master the monsters' special moves to become effective. A little experimentation (in which trying standard Street Fighter II moves will pay off) results in some fire-breathing devastation. Three levels of difficulty make the one-player game more interesting, but a speed control would have been an even better addition. There just isn't a lot of variety here, and the monsters seem to be mismatched, with some of them being very strong and easy to control while others are a pain in the thumb. Big fans of Godzilla might want to check this one out, though, especially for the two-player action.

+ Great characters. The two-player game can be fun. Some cool special attacks like infrared eye beams.

− Slow action. Not a lot of challenge.

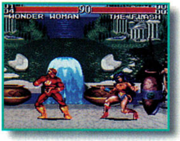
JUSTICE LEAGUE TASK FORCE

Super NES

Company ....Acclaim
Release Date ......May/June 1995
Memory Size .....24 Megabits

Characters leap out of the pages of DC Comics in Acclaim's Justice League Task Force.

If you're wondering what's up with Justice League, Sunsoft recently sold this tournament fighter to Acclaim. What Acclaim picked up was a good looking fighter with pretty standard play but great characters. As in most tournament fighters, the action is best experienced with a friend. Fighting the computer-controlled players may not keep you excited for long. The game includes many of the top comic super heroes from DC's lineup. Power reports on the moves and strategies for Justice League in this month's review.



+ Good graphics and options. Standard controller motions for special moves.

− Play control is on the slow side. Single player option isn't very challenging.

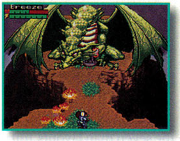
KING ARTHUR & THE KNIGHTS OF JUSTICE

Super NES

Company ....Enix
Release Date ......May 1995
Memory Size ......20 Megabits

Arthur King and his team find themselves in Arthurian England with a quest to conquer dragons and defeat the evil Morgana.

Enix turned a Saturday morning cartoon adventure into an epic based on Arthurian legend. In King Arthur and the Knights of Justice, you play the part of Arthur and the Knights—a team that has been mysteriously transported back in time. The action ranges throughout England, from Camelot to Morgana's castle. Eight areas contain evil knights and monsters, wizards and plenty of puzzles. Choosing which knights to take with you is a big part of the game and exploring every nook and cranny is the other main activity. This month's Epic Center takes you to the heart of this adventure.



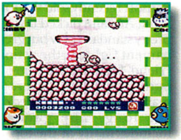
+ Authentic Arthurian elements. Lots of exploration. Interesting variation in play tactics from using different party members. Well-suited sound and graphics.

− Most of the puzzle-solving is a matter of finding hidden items. (If you read the help messages, there will be no mystery.) The sword recharges slowly, keeping you out of the heat of most battles. Battle play control is too limited.

KIRBY'S DREAM LAND 2

Company ....**Nintendo**
Release Date ....**May 1995**
Memory Size ......**4 Megabits**

Kirby gets a paw, a fin and a wing up in this new Super Game Boy adventure from Nintendo.



Kirby and company suck, well, in a good way. Kirby uses the same unique attack method—sucking up objects and spitting them out—that made him a Game Boy hit with Kirby's Dream Land. He also makes use of his new friends by riding, swimming or flying with them. When Kirby and one of his pals are together, he becomes a sort of Super Kirby like Super Mario with an extra hit and enhanced powers. Don't let Kirby's cute, round appearance fool you. He eats monsters for breakfast and belches on demand. This month's review reveals how Kirby breathes life into platform games.

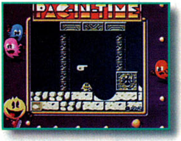
⊕ More game play and strategies than in previous Kirby games thanks to the round one's new pals. Excellent play control, lots of variety and great fun.

⊖ Simple graphics. (Although the graphics don't detract from play, some non-initiates may think the game is only for beginners. Ha!)

PAK IN TIME

Company ....**Namco**
Release Date ......**March 1995**
Memory Size ......**2 Megabits**

Pac-Man rolls and romps in a Super Game Boy platform game that sends our hero back in time to the primitive days before video games—1975.



Pac In Time for Super Game Boy is a color feast when played on the big screen. The game play involves Pac-Man bouncing through side-scrolling levels, avoiding traps and gobbling energy pellets. The Pacster bounces like a rubber ball, spits out fire shots, eats energy pellets as well as other things like stones. There are areas within the seven map layouts, unfortunately, that allow players to trap themselves without hope of escape. It is important, therefore, to write down the frequent Passwords so you don't have to retrace your steps.

⊕ Nice graphics and good use of Super Game Boy enhancements.

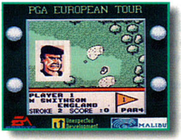
⊖ Poor map layouts that allow players to get stuck.

PGA EUROPEAN TOUR

Company ....**Malibu**
Release Date ....**May 1995**
Memory Size ......**4 Megabits**

Malibu makes the cut with Super Game Boy golf in Europe.

PGA European Tour sends you to the continent on a golfing dream at four world-famous courses: Forest of Arden, Wentworth, Crans Sur Sierre, and Valderrama. Each of the courses requires strategic and consistent golfing if you want to post a low score. This version of the EA Sports game looks terrific on Super Game Boy, but it plays just fine as a hand held game, too. For variety, you can play practice rounds, tournaments or skins games with pro competitors. Players also get to choose their bag of clubs. Power gets into the game with a review this month.



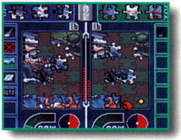
⊕ Course variety. Good golfing strategy required. Good use of Super Game Boy enhancements.

⊖ Pitch shots (short range) can be difficult to execute. Huge wind fluctuations. (As much as 90 degrees in a second.)

PIECES

Company ....**Atlus**
Release Date ......**February 1995**
Memory Size ......**8 Megabits**

A jigsaw puzzle challenge on the Super NES, from Atlus.



The concept of Pieces is simple but fun, and you don't have to be a monster game player or puzzle master to get it. You begin with a bunch of chopped up images that will fit into a picture area when placed in the correct position. By matching shapes and elements of the image, you construct a picture out of the chaos. Working against the clock in the one-player version is fun, but the action really picks up when two players go head-to-head.

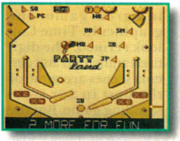
⊕ A great idea and good execution. A game that even non-gamers will enjoy. A fun two-player mode.

⊖ Not all that challenging in the one-player mode.

PINBALL FANTASIES

Company ....GameTek
Release Date ....February 1995
Memory Size ......2 Megabits

GameTek brings the Pinball Fantasies experience to Game Boy with four offerings.



The four pinball machines included in the Game Boy version of Pinball Fantasies are Billion Dollar Game Show, Stones Bones, Party Land and Speed Devils. The action is very solid in all four, although a little bit slow. You'll really get the feeling of playing pinball with flashing bumpers and bonus scores. All of the games have large screens that scroll to reveal the entire layout and upper paddles that let you keep the ball in play in the rich upper zones. The upper paddle in the Billion Dollar game is set at an unusual side angle to allow you to keep the ball in a loop. In any of the games, you can nudge the machine by tapping the B Button, but the Tilt message will stop you if you hammer it too hard.

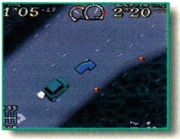
⊕ Good graphics and a realistic pinball feel. Some interesting extra paddle play.

⊖ Annoying sound track. Paddle action is a bit slow. No Super Game Boy enhancements.

POWER DRIVE

Company ............U.S. Gold
Release Date ......March 1995
Memory Size ......8 Megabits

International racing from U.S. Gold.



You'll begin your IFC racing career in a Fiat Cinquecento or a Mini Cooper—not exactly the high-powered experience that American racing fans are used to. The overhead course layouts give the game an R.C. Pro-Am feel, although not quite as driver-friendly. As with most racers with overhead views, seeing the turns ahead can be difficult and you always seem to be reacting to rather than anticipating a turn. The tour races pay winners a cash prize that can be used to modify and upgrade your cars. There is a multi-player alternating option for up to eight players to take a crack at the simple, but surprisingly fun courses. Don't expect fancy graphics or involved game play from Power Drive, but with a little practice and concentration it can be fun.

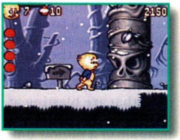
⊕ Good options. Faster than you'd expect.

⊖ Steering is quite touchy.

PORKY PIG'S HAUNTED HOLIDAY

Company ....Sunsoft
Release Date ....May 1995
Memory Size ......16 Megabits

The Looney Tunes family of games grows to piggy proportions with Porky Pig.



While reading over travel brochures for his upcoming holiday, Porky Pig falls asleep and dreams of a nightmare vacation. Porky's horrible adventure consists of standard platform action with some nice graphics and special effects, plus some of the fun animations that you would expect from a Warner Bros. character. The game play never goes beyond hopping and bopping, but some of the obstacles are interesting. Like most of the other Sunsoft Looney Tunes games, each stage has continue points scattered throughout the course and the map layouts require exploration.

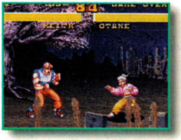
⊕ Nice graphics with some excellent effects. A fun, quick play.

⊖ Basic side-scrolling action. Music and sound is not up to the usual Sunsoft standard. Not overly challenging.

POWER INSTINCT

Company ....Atlus
Release Date ....February 1995
Memory Size ......20 Megabits

Powerful tournament fighting with a few twists, from Atlus.



Power Instinct, like many tournament fighting games, began life on the arcade circuit. The Super NES version does a good job of recreating the action and graphics. Power Instinct uses many of the standard moves and themes of Street Fighter II type games, but it also includes some humor and unique moves and modes. The Life Attack mode challenges you to beat eight, 16 or an infinite number of opponents with one life bar. The regular one-player game takes you through Japan, fighting the eight Power Instinct fighters.

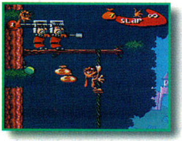
⊕ Good sound and play control is fine. Unique, humorous moves, like getting gummed by granny. Fun two-player action.

⊖ Nothing really stands out except the challenge of the Life Attack. Not much challenge in the one-player game.

REN & STIMPY BUCKEROO$

Company ....**T*HQ**
Release Date....... **April 1995**
Memory Size ......**8 Megabit**

Cartoon antics meet history head on.



Ren and Stimpy return for a reprise in the Super NES version of Buckeroo$, which turns out to have nothing in common with the previously released Buckeroo$ for the NES. Unlike previous R&S games, in this side-scroller the game play doesn't take a back seat to the graphics. In fact, the graphics don't look an awful lot like the show. The game, on the other hand, has some variety that will keep your interest up—at least for a little while. You collect objects that can be hurled at foes and the enemies set up some good ambushes. It would be easy to condemn Buckeroo$ as just another vehicle of Ren and Stimpy silliness, but it has a few moments of near amusement.

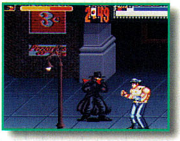
+ Good story and cinema scenes. More game play than previous R&S titles.

– Graphics aren't very Ren & Stimpyish.

THE SHADOW

Company ....**Ocean**
Release Date.......**February 1995**
Memory Size ......**16 Megabits**

The last descendant of Ghengis Khan is inciting gangs in New York of the 1930s. Only the Shadow can stop him.



Who knows what evil lurks in the hearts of men? The Shadow, that's who. And once he knows that you're up to no good, he'll be on your trail like a bloodhound after an escaped con. The Shadow combines some cool cinematic scenes and music with a standard side-scrolling street fighting action game along the lines of Double Dragon. What sets it apart are the special moves that the Shadow can use including an invisibility move. A special power meter shows how much strength the man-in-black has for special moves. Regular combat doesn't break the mold. Expect lots of basic kicks, punches and throws. You can pick up weapons from time to time, as well, but you keep them for a limited time only.

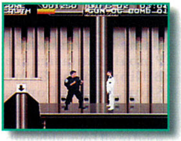
+ Good cinematic sequences. Fun special powers. The play is more varied than most games of this type. Worth a look.

– Play control is a bit slow and the animation isn't impressive. Lots of tedious punching and kicking.

TIME COP

Company .... **JVC**
Release Date.......**May 1995**
Memory Size ......**16 Megabits**

Jean Claude Van Damme, the master of the forearm slam, gets digitized on your Super NES.



Great digitization doesn't necessarily result in a great game. The graphics in Time Cop look refined. The digitized animation and cinema scenes are some of the best in any side-scrolling game. But the game play will leave you hoping for an intermission. The biggest problem is play control. Jean Claude seems to slip and slide out of control for no reason. He doesn't take a hit well, either, falling back a long way when he takes one in the chops. For variety, there are some shooter stages with vehicles, but the level is never anywhere near as exciting as JVC's excellent Star Wars games. This game is definitely not of the same caliber.

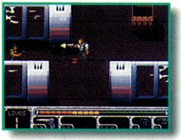
+ Great graphics.

– Awkward control.

TRUE LIES

Company ....**Acclaim**
Release Date.......**May 1995**
Memory Size ......**16 Megabits**

Special Agent Harry Tasker must stop nuclear terrorists in Acclaim's action-packed version of the film starring Arnold Schwarzenegger.



True Lies turns out to be a true gem as long as you have a stomach for gore. Following the events of the hit movie, the game takes you to locations all over the world to face bad guys that are blasting at you. Whether he's in a mansion or a subway tunnel, someone is always waiting for Harry. It's little wonder that all you can do is shoot back. You must be socially responsible, however, and try to avoid pumping lead into innocent bystanders. The 12 missions vary widely, from exploring overhead view maps to skiing and flying a Harrier jet fighter. Your basic requirement is to stay alive, but there are enough mission goals in the game to keep things interesting. For the whole truth about True Lies, turn to this month's review.

+ Lots of variety. Good play control. Good graphics. Fun.

– This game spills a lot of blood, so it may not be for everyone.

WARLOCK

Company ....**Acclaim**
Release Date ....**May 1995**
Memory Size ......**16 Megabits**

Warlock means more movie magic for the Super NES from Acclaim.

The cult hit Warlock movie introduced a classic conflict that has raged throughout the ages. Hero, a warrior from the past, has been following the evil Warlock on his journeys through time. In this game, Hero's job is to gather up seven ancient rune stones of power before the Warlock can use them to rule the world. This side-scrolling action game takes you into dark fantasy worlds and arms you with magic spells and levitation crystals. Through most of the game you are following closely on the heels of the Warlock, fending off his constant magic attacks. This month's review should give you the edge you need.

+ Seven levels of sorcery. (The magic attacks are effective and fun.) Fairly challenging. Eerie music.

− Play control feels jerky. Learning to control new magic spells can be difficult since there is no explanation.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
BRANDISH	3.1	2.5	3.3	3.2	☆	K-A	RPG
FATAL FURY SPECIAL	3.6	3.1	3.0	3.1	✪	K-A	TOURNAMENT FIGHTING
THE FLINSTONES	3.5	3.2	3.3	3.5		K-A	ACTION
GODZILLA: DESTROY ALL MONSTERS	3.1	2.9	2.8	2.7	✳	K-A	TOURNAMENT FIGHTING
JUSTICE LEAGUE TASK FORCE	3.6	3.7	3.0	2.9		K-A	TOURNAMENT FIGHTING
KING ARTHUR & THE NIGHTS OF JUSTICE	2.8	3.3	2.3	2.3		K-A	ADVENTURE
KIRBY'S DREAM LAND 2	3.8	3.3	3.6	3.4	✪★✩✭✳☆	K-A	ACTION
PAK IN TIME	3.3	3.0	3.1	3.1		K-A	ACTION
PGA EUROPEAN TOUR	3.2	3.0	3.0	3.2	☆✪	K-A	GOLF
PIECES	3.1	3.3	3.3	3.4	✭	K-A	PUZZLE
PINBALL FANTASIES	2.8	3.3	2.5	2.8		K-A	PINBALL
PORKEY PIG: HAUNTED HOLIDAY	3.5	3.0	3.5	3.0		K-A	ACTION
POWER DRIVE	3.0	2.5	3.0	3.2		K-A	RACING
POWER INSTINCT	3.4	3.4	2.9	2.9		K-A	TOURNAMENT FIGHTING
REN & STIMPY BUCKEROO$	3.0	2.7	2.7	3.0		K-A	ACTION
THE SHADOW	3.2	3.4	3.1	2.9		K-A	ACTION
TIME COP	3.2	2.7	2.7	3.0		K-A	ACTION
TRUE LIES	3.5	3.3	3.6	3.1	✳✪★☆	T	ACTION
WARLOCK	3.2	3.0	3.7	3.7		K-A	ACTION

ICON KEY

1 PLAYER MODE	2 PLAYER MODE	2 PLAYER SIMUL.	4 PLAYER MODE	PASS WORD	BATTERY BACK-UP
GAME LINK	SUPER GAME BOY	SUPER FX	SUPER MOUSE	MULTI PLAYER ADAPTER	SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott** ....Sports, Simulations, Adventures
★ **Leslie** ....RPGs Puzzles, Adventures
✩ **Jeff** ......Action, Sports, Fighting
✭ **Jon** ....Fighting, Simulations, RPGs
✳ **Dan** ....Action, Adventures, Puzzles
☆ **Terry** ....RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

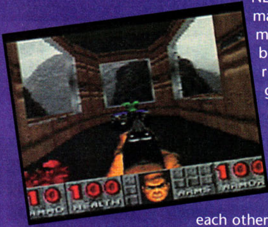
THE *INSIDE* SOURCE ON FUTURE GAMES

DOOM

PAK WATCH EXCLUSIVE

FIRST LOOK

One of the most popular PC games of all time will come to the Super NES next fall when Doom makes its appearance thanks to Williams. (Another version, previously announced in Pak Watch, will debut on the Nintendo Ultra 64.) The first published pictures of the Super NES Doom look mouth watering. The texture mapped 3-D environment appears realistic with a minimum of pixelation. Sculptured Software has been working with Williams and id software to recreate the excitement of the original Doom games for the Super NES. Going a step farther, players should be able to link up and recreate the network play of Doom by using the XBAND. Catapult has helped the developers in creating an XBAND patch. Doom is possibly the ultimate multi-player action game. Players stalk each other through the 3-D sci-fi world with heavy-duty weapons. As a one-player game, the thrill is nearly as great, because the Doom world is filled with truly hideous and vicious beings.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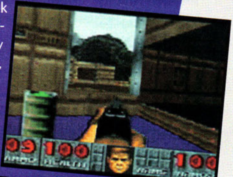
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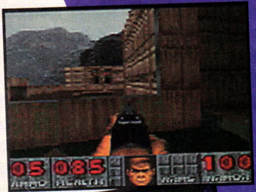
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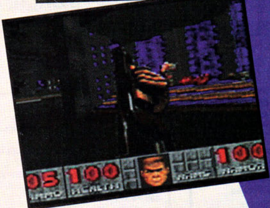
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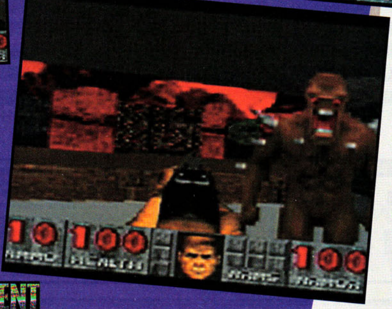
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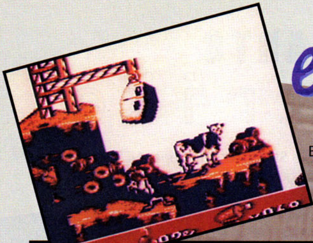
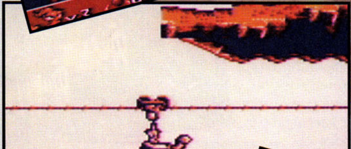
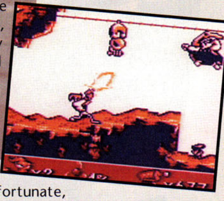
WILLIAMS ENTERTAINMENT

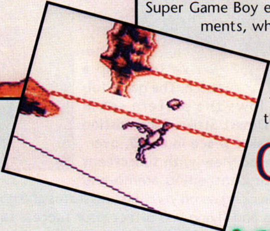


Earthworm Jim

Earthworm Jim for Game Boy digs deep to deliver a true-to-the-original action experience, from crows to cows. Eurocom developed the game for Playmates, but they remained true to creator David Perry's vision. In fact, the game feels amazingly similar to the Super NES Earthworm Jim, and even the maps are very close. Our 99.99% finished copy had smooth play control that was even better in some ways than the overly bouncy original. Playmates opted to leave out any Super Game Boy enhancements, which is unfortunate, but the graphics and animation still look terrific. Fans of Earthworm Jim will definitely want to check this one out when it hits the stores this summer.





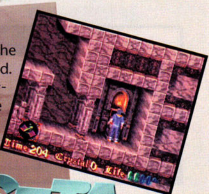


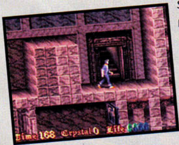
PLAYMATES

Game Boy

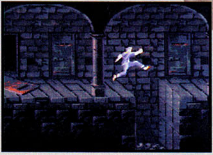
NOSFERATU-A LONG TIME COMING

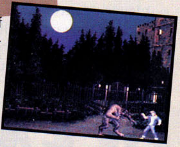
Any game that has been in the works for three years is either in serious trouble or is very good. Nosferatu falls into the second category. The production quality of Seta's action horror game is excellent. Players will be reminded, initially, of Prince of Persia due to the small character and smooth animation. But very soon the richness of Nosferatu's graphics and music create a real feeling of mystery and danger. Our first game play session was met with gasps from onlookers as our character leaped across spike-floored chasms. The developers have included everything you might associate with vampires, from the shadowy castle to the packs of wolves that roam the grounds. Although the game often feels like Prince of Persia or Out of This World as you stomp on floor triggers and dangle from ledges, it also has the depth of Castlevania with puzzles, fighting action and bosses. Much of the magic comes from the details in this game—little touches to the graphics that add to the story or sense of place. As for the long development time, in this case it was worth it.





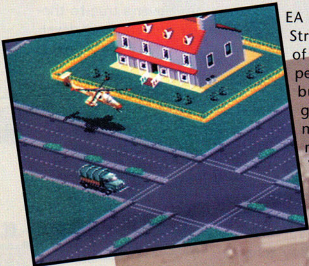
SETA

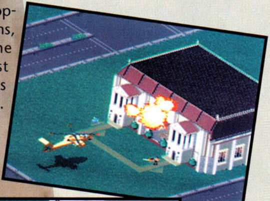


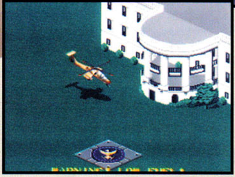


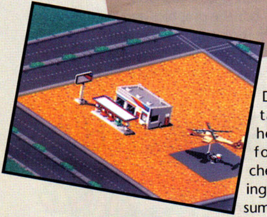
ELECTRONIC ARTS

Jungle Strike



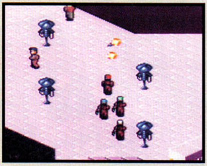




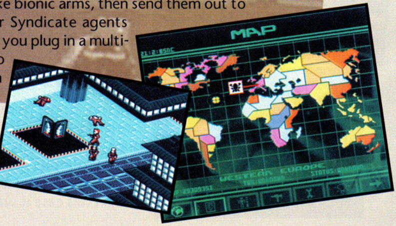


EA strikes agains with Jungle Strike for the Super NES. The second Strike game puts you back in control of a Super Comanche attack chopper on sensitive, combat missions, but this time you begin in the good old U.S.A. In fact, the first mission begins as terrorists move into Washington D.C. You'll take off from the White House lawn, armed with missiles and machine guns. Once you find the terrorists in D.C., you'll move on to their jungle HQ. Graphically, EA has moved the Strike series up a notch. The game follows the pattern set in Desert Strike. Each mission takes place in a 3-D, overhead view with subscreens for controlling ammo and checking up on your mission status and goals. Your co-pilot skills at shooting and flying will affect your success rate. The battle begins early this summer. Don't miss out.

SYNDICATE

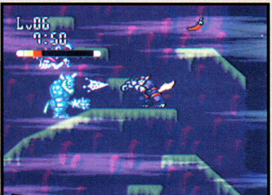


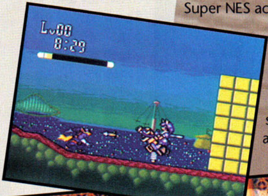
There haven't been many multi-player adventure games in the past. Secret of Mana probably qualifies as the best, and Gauntlet was the first successful game of this type. Now Ocean is bringing Syndicate to the Super NES. The plot of Syndicate takes you into a dangerous future world where cyborgs run amok and the world is divided into warring zones. Deploy your party of four agents straight out of the cryo chamber, load them up with weapons and special attachments like bionic arms, then send them out to clean up the cyber-scum. As a one-player game, your Syndicate agents move out one at a time to complete the mission, but if you plug in a multi-player adapter, four agents can work in concert to achieve their goals. Although the graphics in the action areas contain small characters and simple animations, the game play with four players is an interesting experience. Syndicate should be released this summer.



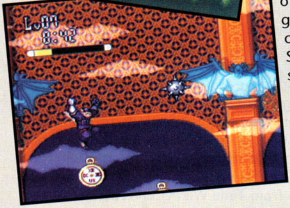
OCEAN

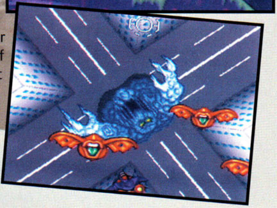
Swat Kats



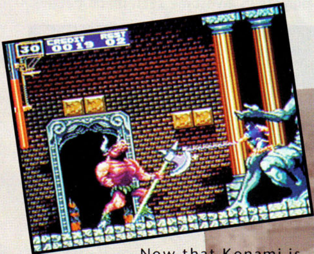


The Hanna Barbera cartoon comes to life (sort-of) in Hudson Soft's Super NES action game. You can play as either of the Kats and choose whichever level you want to attack as in a Mega Man game. The Kats' adventure includes conventional side-scrolling stages along with shooting stages that win Power's first- ever award for the most gratuitous use of Mode 7. Swat Kats combines fast action, more 1-Ups than any game of this century and colorful graphics. The final version won't challenge everyone, though. Swat Kats should be in the stores by June or July.





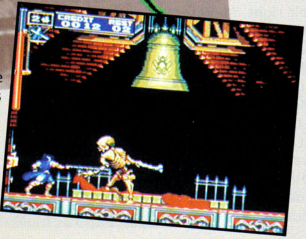
Hudson Soft



CASTLEVANIA DRACULA X

KONAMI

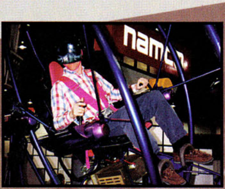
Now that Konami is bringing Castlevania Dracula X to the Super NES, the count down has begun. The two shots shown here were taken from the Japanese version for the PC Engine. The Super NES graphics will be at least as good and probably better. We hope to have actual screens from the Super NES game very soon. In the meantime, dream a little. The return of Castlevania may be one of the hottest happenings of the year.



INSIDER UPDATE

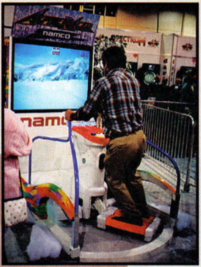
ACME SHOW

Your roving Pak Watchers found themselves at the ACME (coin-op) show in Reno, Nevada last March, checking out all the latest in arcade games. Since many of these titles will make their way onto the Super NES, and eventually to the Nintendo Ultra 64, you can consider this a preview of things to come. Some of the titles, such as *Mortal Kombat 3*, are already in development for the home systems. Pak Watch will bring you the first MK3 Super NES shots in next month's issue. But for now, sit back and check out the fun in Reno.



The tournament fighting category, as always, held the most exciting new games. Mortal Kombat 3 from **Williams** ruled the floor, and you can get a close-up view in this month's special article. After that, **Capcom's** first showing of *Street Fighter The Movie* raised a lot of eyebrows. The digitization of the actors from the movie is nothing short of spectacular. As Guile, you become Van Damme. The moves were good and the game's balance, although only 80% finished, felt right on. Veteran fighter developer Ken Lobb from Nintendo gave it two thumbs up and called it the surprise hit of the show. Along with MK3 and Street Fighter The Movie, the only other game to attract crowds was *Killer Instinct*. Other fighters on the show floor included *Fatal Fury 3*, *Tekken*, *Double Dragon*, *Samurai Shodown 2* and *Virtua Fighter 2*. On the racing edge, *Cruis'N USA* continues to be hot and **Sega** showed off *Sega Rally*, which takes you careening down narrow, dirt roads. **Namco's** *Ace Driver* does a nice job of recreating Indy car racing. Namco had the ultimate virtual device—the CyberSphere—which was hooked up to the fighter game, *Air Combat 22*. After getting strapped into the virtual headset and seat, the player rotates in 3-D just as if he or she is actually in the cockpit of a jet fighter. It's cool, but it's so expensive that you won't likely find it in your neighborhood arcade. In the most gratuitous gun-play category comes the obvious winner, *Cops* from **Time Warner Interactive**. This shooter combines video footage from the popular TV show with an interactive pistol. *T-Mek*, also from Time Warner and **Atari**, makes a move on the Battletech front by placing up to four players in awesome tech-mech battles.

namco
AIR COMBAT 22
34
03



SPORTS FISHING
1
2
3

Namco's *Alpine Racer*, a skiing game with actual pivoting foot controls, was fun and super fast. Tommy Moe doesn't even move like this.

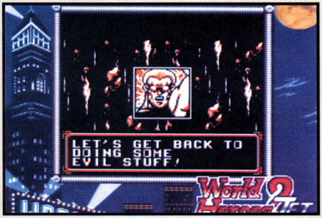
There are always some bizarre games at these shows, as well. **Konami** showed a laser-disc adventure that looked like a story-book while Sega had *Sports Fishing*, which included an actual rod and line, but no marlin. The next show covered by Power will be E3 in Los Angeles. Next month we'll share some exclusive news from Nintendo that will bring the house down.

VIRGIN INTERACTIVE JOINS THE DREAM TEAM

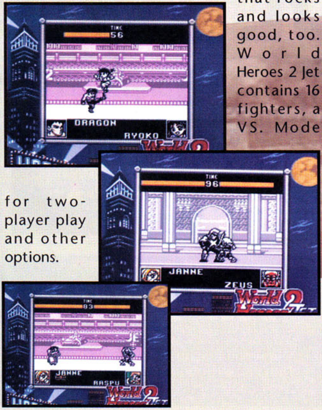
Virgin Interactive has signed on to the Dream Team for the creation of an exclusive title for the Nintendo Ultra 64. Virgin has been known for exceptional games on every platform including such hits as *The Lion King* for the Super NES and *Seventh Guest* for PC and PC ROM. Although the title that Virgin will develop has not been released so far, we'll bring you up to date as soon as we can.

WORLD HEROES

Playmates has snagged another tournament fighting title from **Takara**, *World Heroes 2 Jet*.



This time around it is a Super Game Boy game that rocks and looks good, too. World Heroes 2 Jet contains 16 fighters, a VS. Mode for two-player play and other options.



RELEASE FORECAST

Super NES

Bass Masters	Summer '95
Batman Forever	Fall '95
Battletech	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Summer '95
Castlevania Dracula X	Fall '95
Comanche	Summer '95
Deep Space Nine	Summer '95
Dirt Trax FX	Summer '95
Doom	Fall '95
EarthBound	Summer '95
Earthworm Jim 2	Fall '95
FireTeam Rogue	Summer '95
Frank Thomas: Big Hurt Baseball	Fall '95
Izzy's Quest for the Olympic Rings	Fall '95
Judge Dredd	Summer '95
Jungle Strike	Summer '95
Knights of Justice	Spring '95
Mutant Chronicles	Fall '95
Oscar	Summer '95
Prehistorik Man	Summer '95
Realm	Summer '95
Revolution X	Fall '95
RHI Roller Hockey	Spring '95
Star Trek: Deep Space 9	Summer '95
Swat Kats	Summer '95
Syndicate	Summer '95
Tecmo Bowl III: Final Edition	Fall '95
Weapon Lord	Summer '95
Whiz	Summer '95

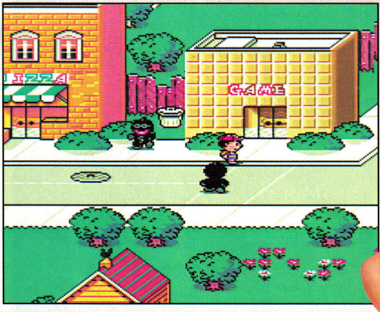
Game BOY

Aladdin	Fall '95
Animaniacs	Summer '95
Donkey Kong Land	Summer '95
Earthworm Jim 2	Summer '95
NHL Hockey '95	Summer '95
World Heroes 2 Jet	Summer '95

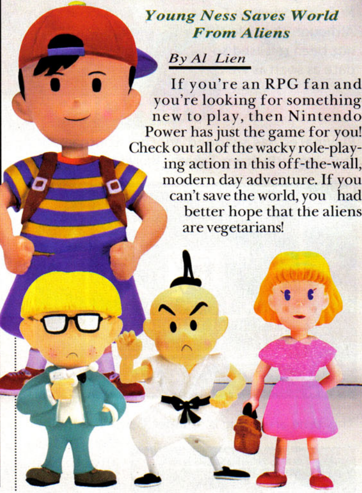
NINTENDO POWER TIMES

Coming NEXT ISSUE

VOL.73 JUNE 1995



EARTHBOUND ARRIVES!



Young Ness Saves World From Aliens

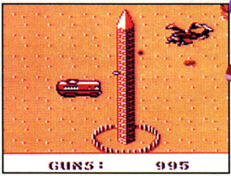
By Al Lien

If you're an RPG fan and you're looking for something new to play, then Nintendo Power has just the game for you! Check out all of the wacky role-playing action in this off-the-wall, modern day adventure. If you can't save the world, you had better hope that the aliens are vegetarians!

It's a Jungle Strike!

South American drug lords threatening U.S. soil

Deep in the jungles of South America, evil plans to cripple the U.S. have been put into action. As the Special Force's best helicopter pilot, it is your job to stop the instigators of this plan before it becomes a reality!



WORKOUT WHILE YOU PLAY!

Stop sitting on your duff while you're gaming. Now you can play your favorite games, and keep healthy at the same time!

LIFE FITNESS SPECIAL

HIGH TECH NEWS

The Cutting Edge of Gaming!

If you are looking for high-tech gaming, then next issue's article is perfect for you. Catch our exclusive insider's look at the ACM rendering technique as well as the latest news on the Virtual Boy.

DONKEY KONG LAND

NOW SHOWING

STAR TREK DEEP SPACE 9

You never know what dangers you'll face, when you live on the edge of the galaxy. Don't miss the adventure in the latest Star Trek game!

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's the Jungle Book (NES).

Volume 60 (May '94): Super Metroid, The King of the Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings- Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super-Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

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or mustard
even grilled
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